

"Everything's Jake"  
1025-184  
Final Board

Date 04/29/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 04/29/14
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Cole Sanchez

Storyboard by  
Seo Kim &  
Somvilay Xayaphone

Animation Studio  
RDK

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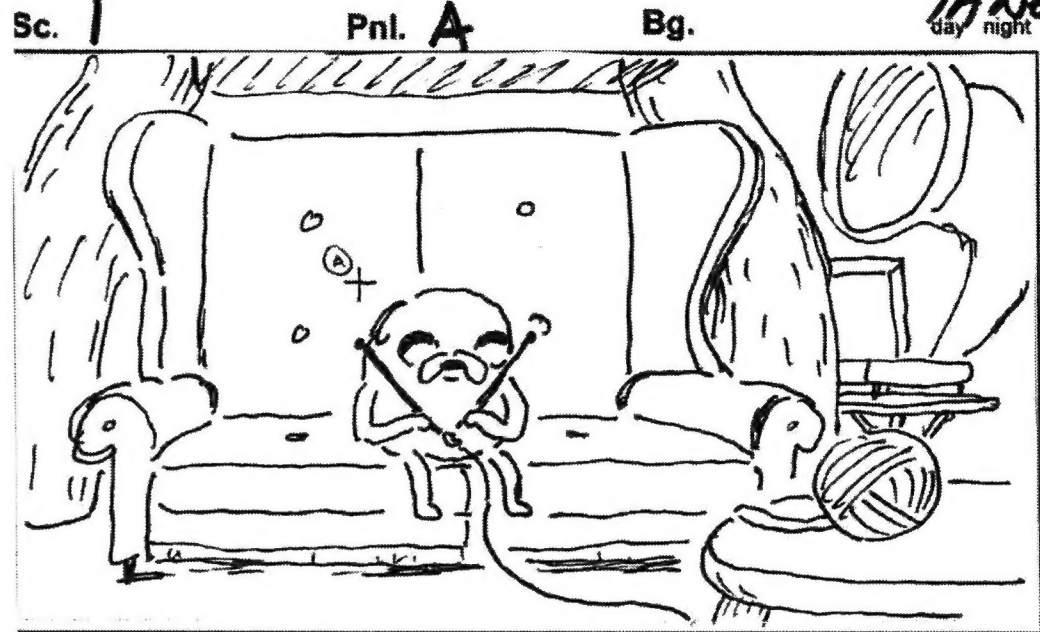
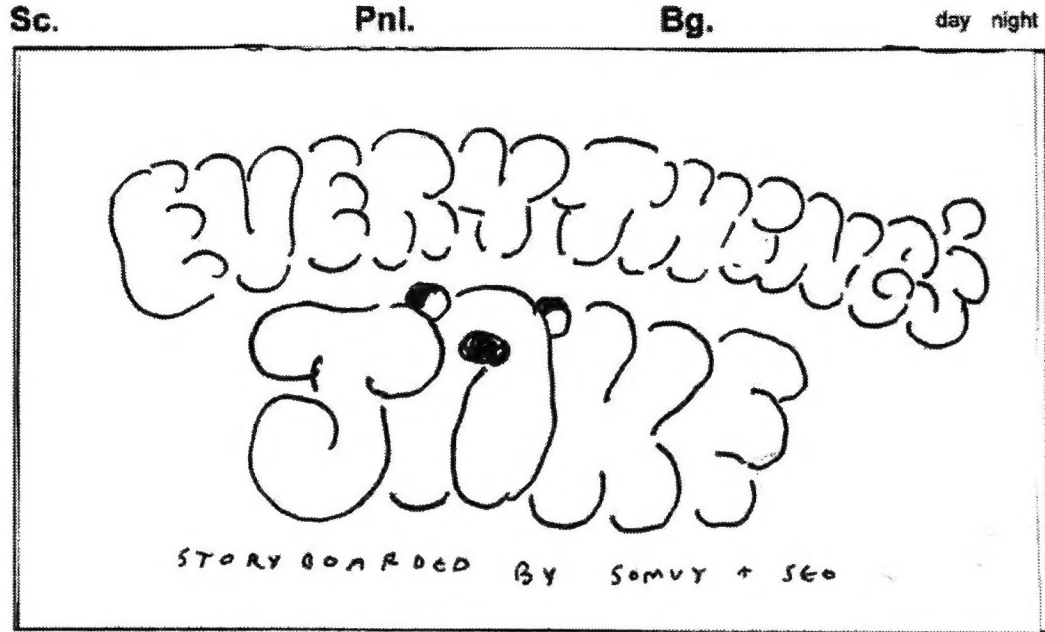
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# ADVENTURE TIME



Page 1  
1A NEXT  
day night



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EPISODE #

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Production :

Dialog:

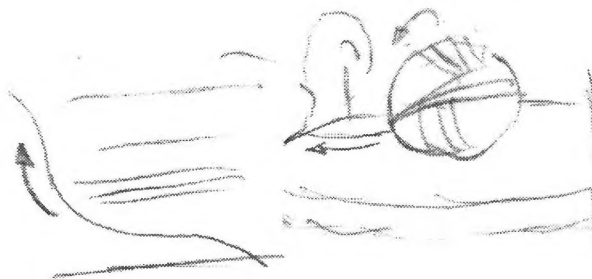
I: [HUMMING]

Action:

- JAKE IS KNITTING A TINY SOCK

(A) ↔ (B)  
3x

Timing:



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# ADVENTURE TIME



Page 1A

Sc. 1 *CONT*

Pnl. B

Bg.

day night

Sc. 1 *CONT*

Pnl. C

Bg.

*2 NEXT*

*Ho cut*



Dialog:



J: \*humming\*



Action:

J knitting a tiny sock  
a bug flies towards jake

Timing:

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Production:

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He Cut

# ADVENTURE TIME



He Cut

Sc. 2

Pnl. A

Bg.

day night

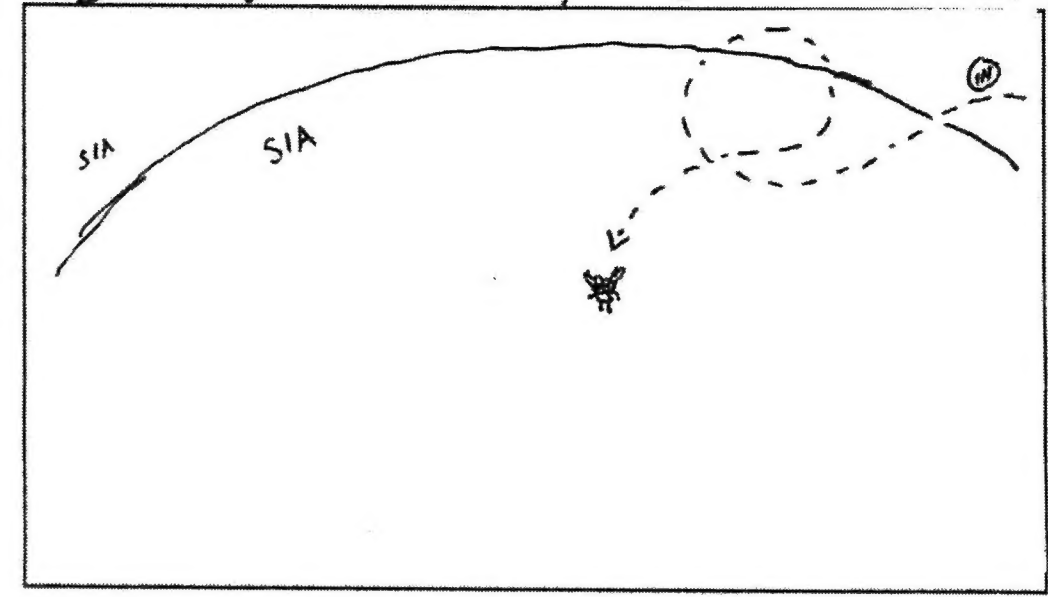


Sc. 2 cont

Pnl. B

Bg.

day night

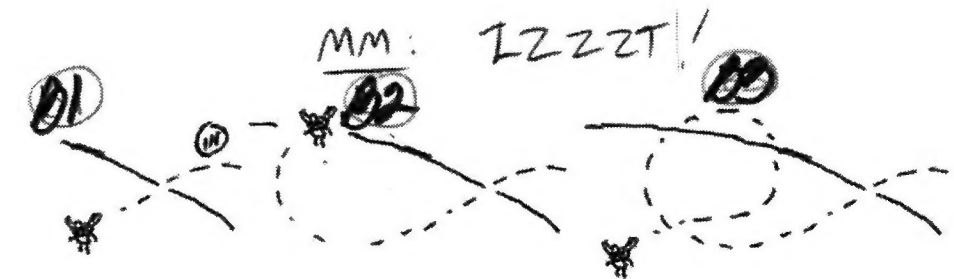


Dialog:

Action:

- A BUG FLIES IN AND LANDS BETWEEN JAKE'S EYES

Timing:



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Ho  
Cut

# ADVENTURE TIME



Page 3

Ho  
Cut

Sc. 3

Pnl. A

Bg.

day night

Sc. 3 cont

Pnl. B

Bg.

day night

1025-184

EPISODE #

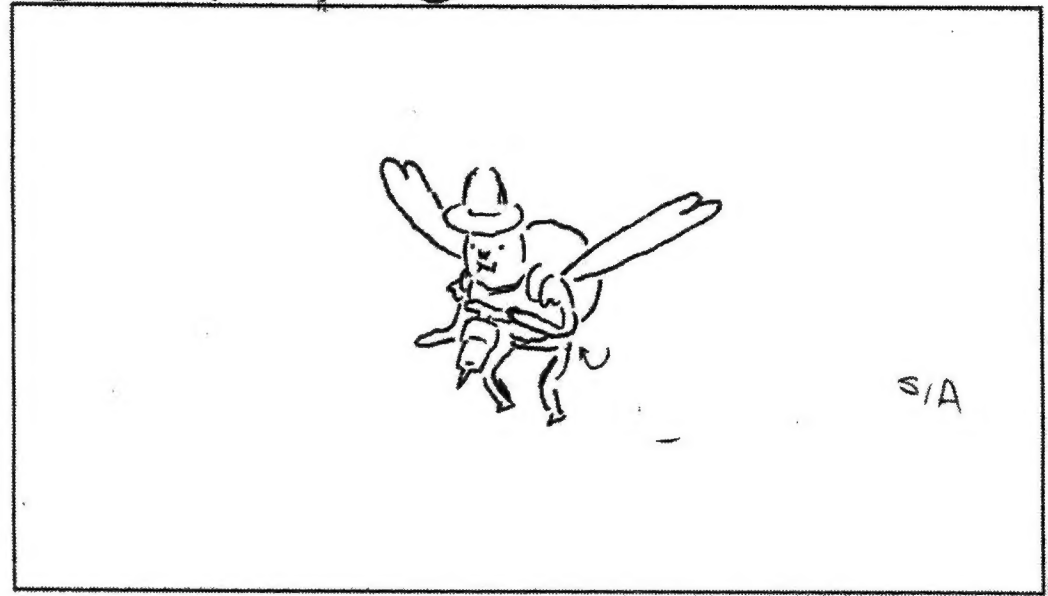
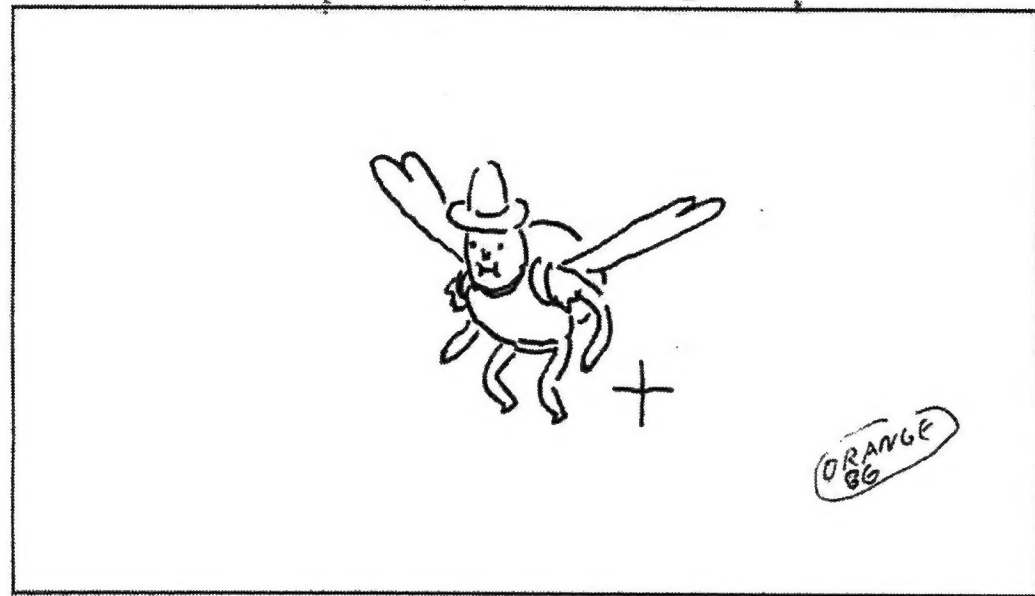
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Production :

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Dialog:

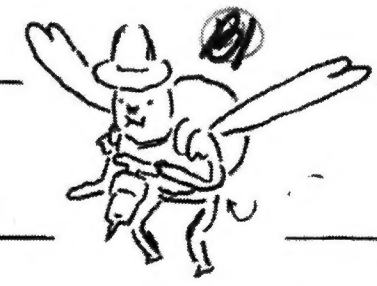
Action:

- BUG (MAGIC MAN) TAKES  
A PUMP OUT OF HIS BAG

Timing:



bug's (magic man)  
wings move up and down





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Ho  
Cut

# ADVENTURE TIME



Ho  
Cut

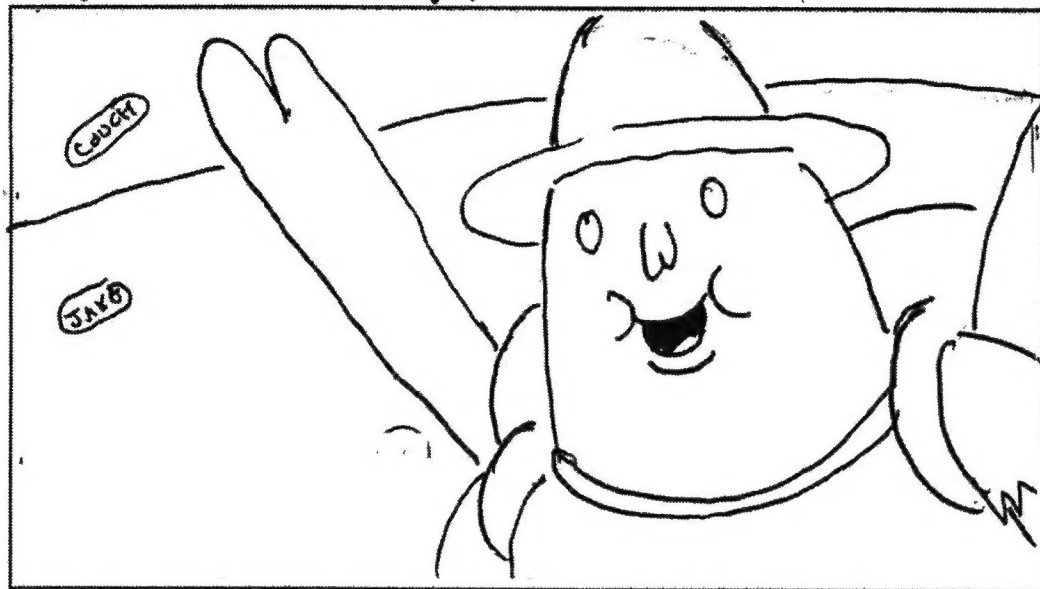
Page 4  
day night

Sc. 4

Pnl. A

Bg.

day night

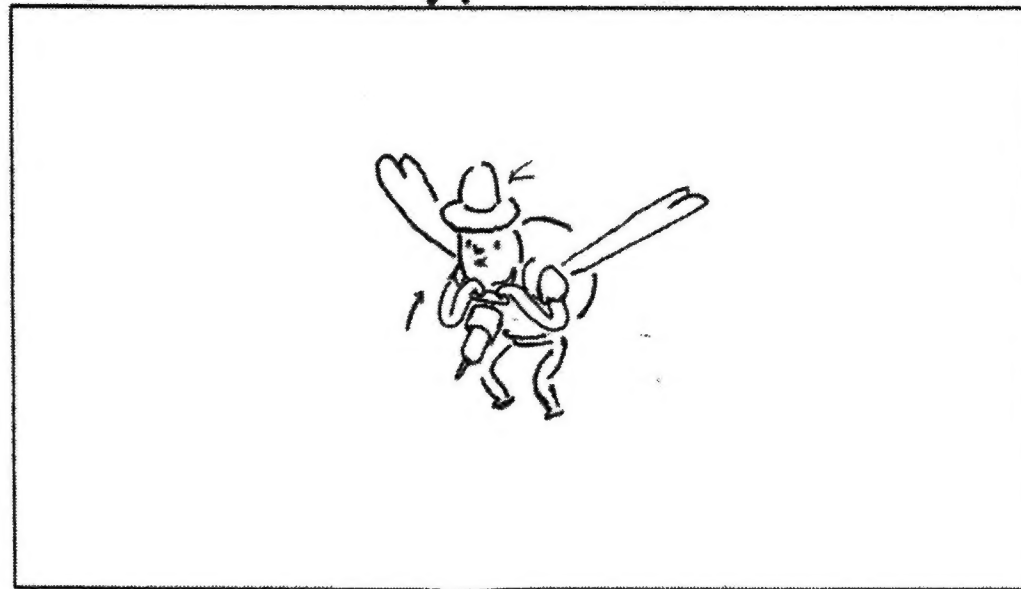


Sc. 5

Pnl. A

Bg.

day night



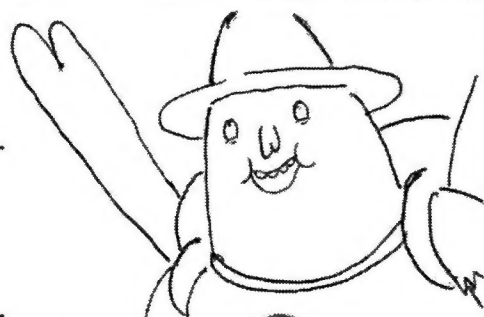
Dialog:

MM: THE WAFFLE DOLL MAY FALL  
LEST YOU EAT THE YELLOW DOUGH

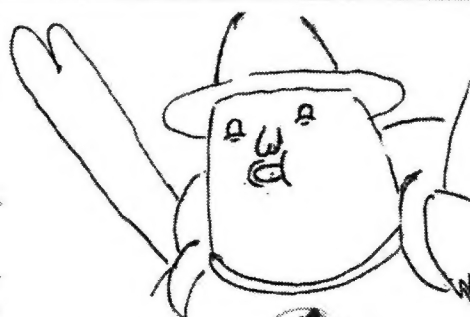
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Action:

Timing:



A1



A2



A1

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# ADVENTURE TIME



Sc. 5 *CONT*

Pnl. B

Bg.

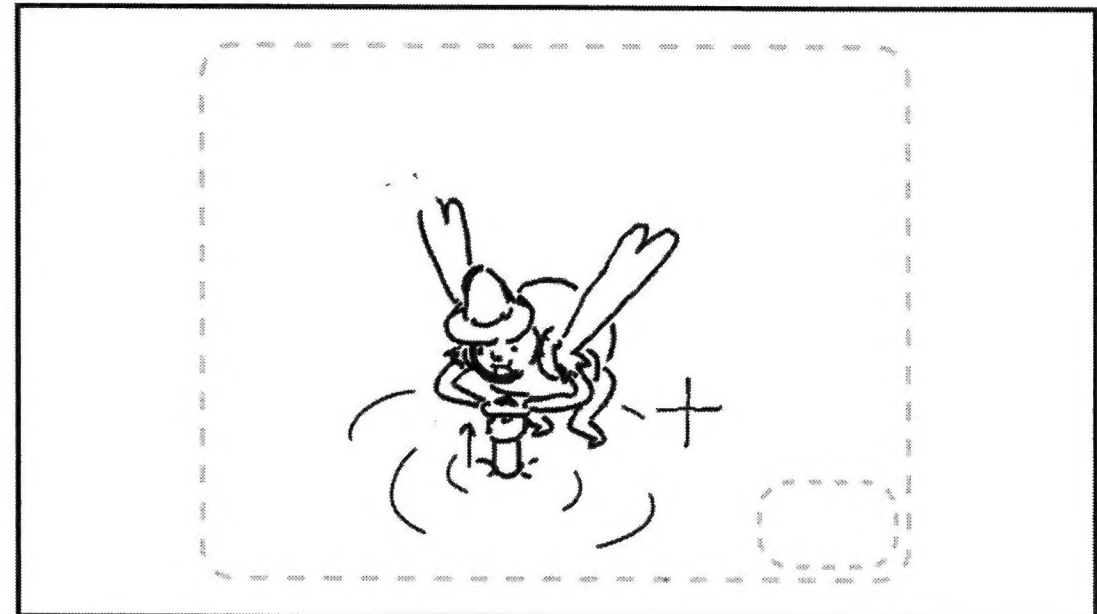
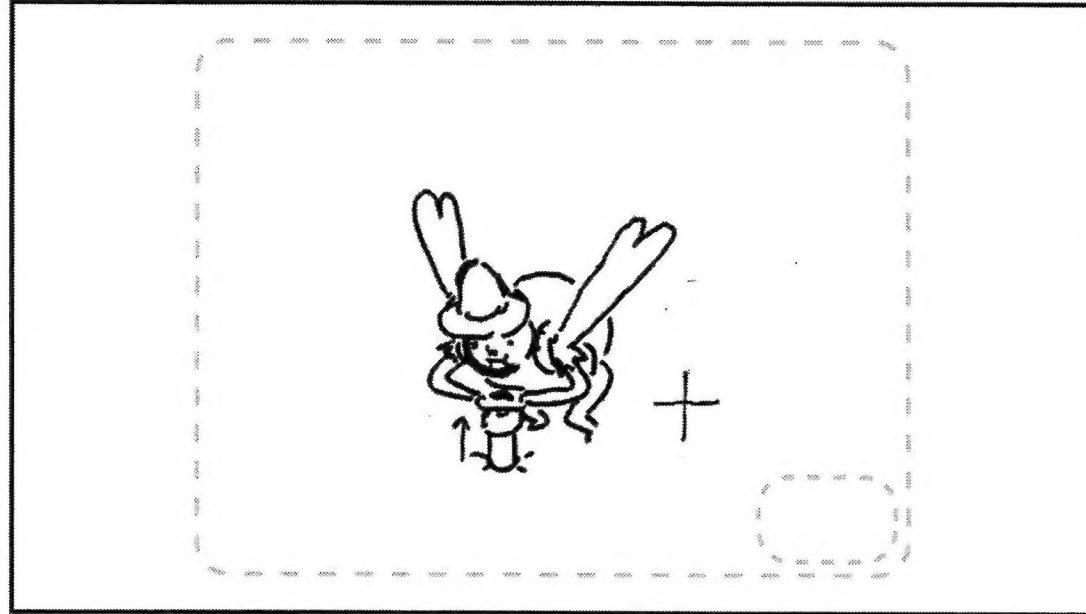
day night

Sc. 5 *CONT*

Pnl. C

Bg.

Page 5  
JANEXT  
day night

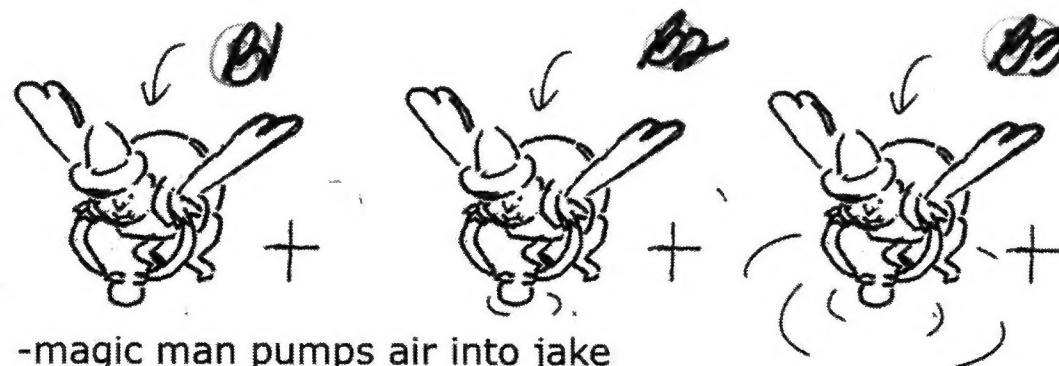


Dialog:

sfx: \*fmp\*

Action:

Timing:



-magic man pumps air into jake  
-jake's flesh ripples outward



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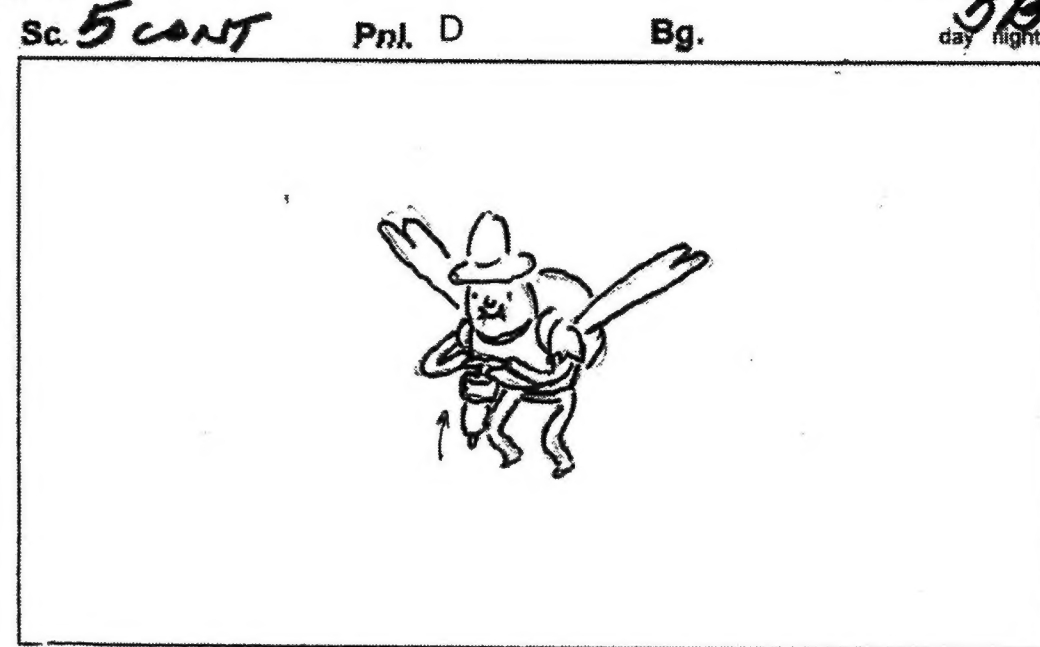
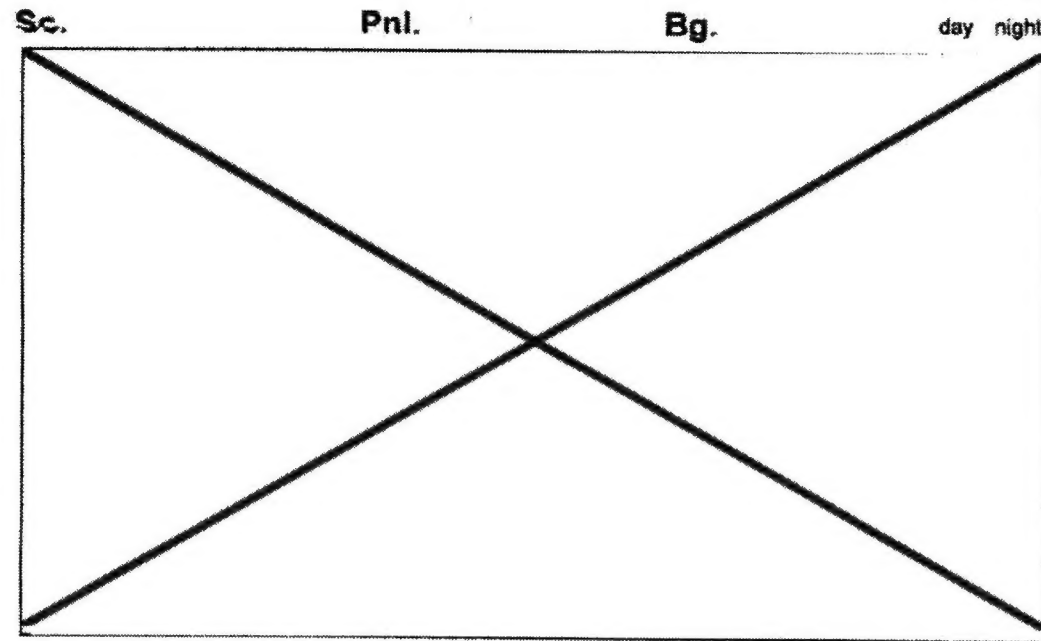
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# ADVENTURE TIME



Page 5 A  
~~58~~ NEXT  
 day night



Dialog:	
Action:	<p><u>MM</u>: BZZZZTT!</p> <p>(DI)</p> <p>- MM FLIES OFF</p>
Timing:	

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# ADVENTURE TIME



*the cut*

Page 5B  
~~ONE~~  
 day night

Sc. 5 *CONT*

Pnl. E

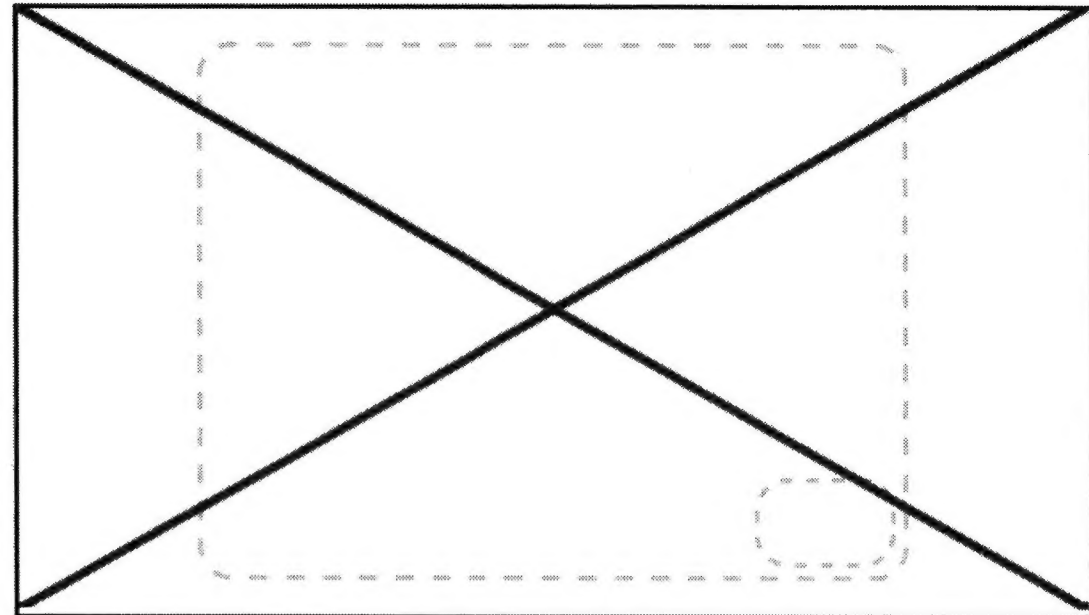
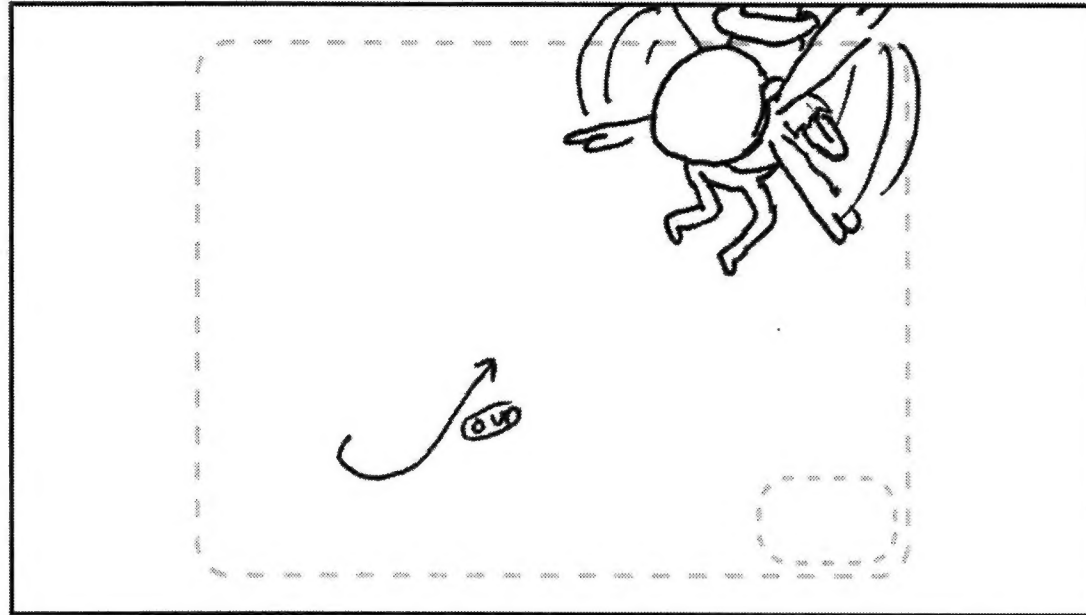
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

MM: bzzzztt!

Action:

-mm flies off

Timing:

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Production:

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# ADVENTURE TIME



Page **6**

Sc. **6**

Pnl. **A**

Bg.

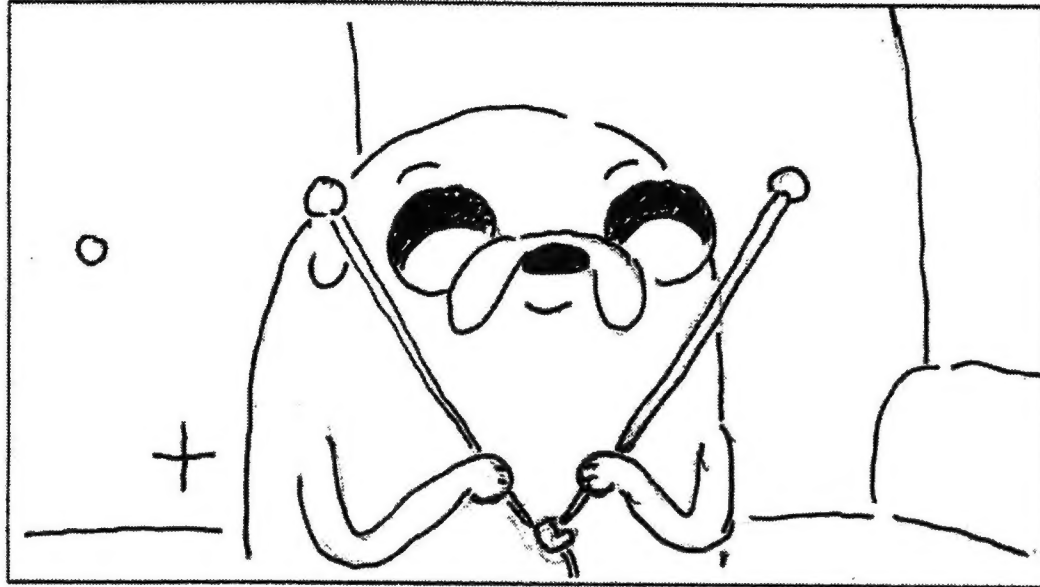
day night

Sc. **6 CONT**

Pnl. **B**

Bg.

day night



Dialog:

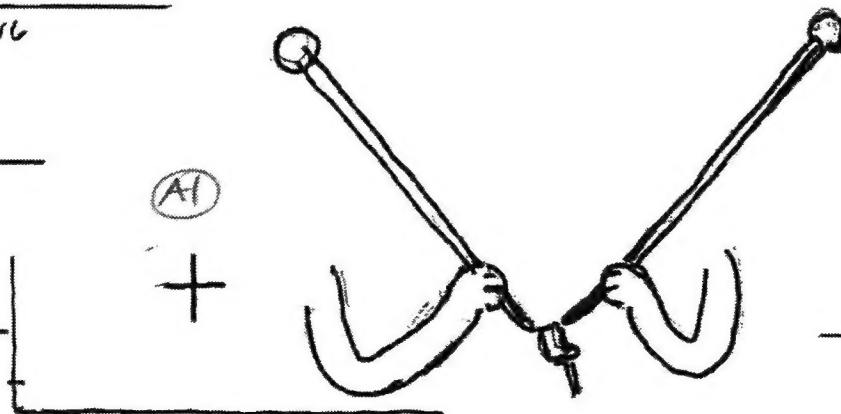
J: [HUMMING]

J: [ HUMMING DIES OUT ]

Action: - JAKE KNITTING

- J INSTANTLY TURNS SLEEPY  
- STOPS KNITTING

Timing:



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Production :

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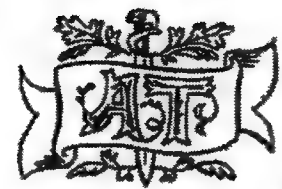
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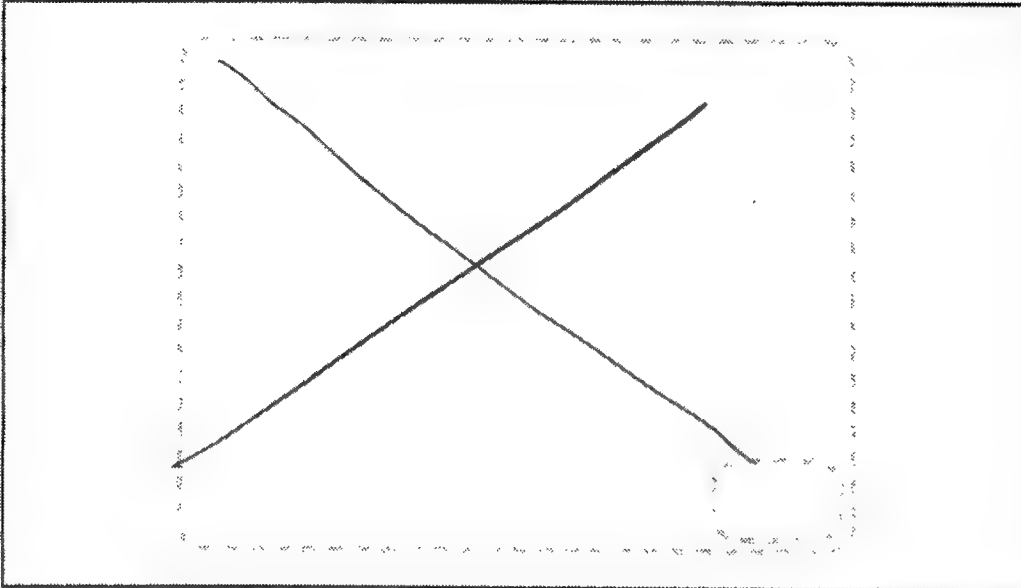
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# ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 6 CONT Pnl. C Bg. day night



Dialog:	J: mmm ...
Action:	- PUTS DOWN KNITTING NEEDLES
Timing:	MAY 09 2014

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# ADVENTURE TIME



Page 8

Sc. 6 CONT Pnl. D

Bg.

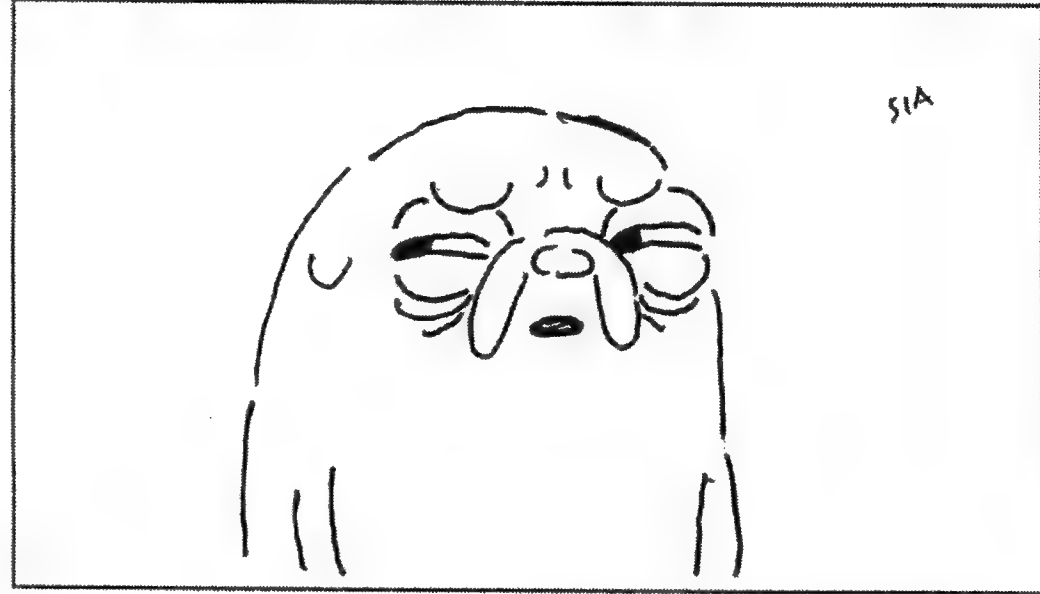
day night



Sc. 6 CONT Pnl. E

Bg.

day night



*cat*

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Production :

Dialog:

Action:

J RUBS HIS EYES

Timing:

J: I'M ... I'LL FINISH THIS LATER.  
(GROGGY)



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1025/184



cut

# ADVENTURE TIME



Page 9  
day night

cut

Sc. 7

Pril. A

Bg.

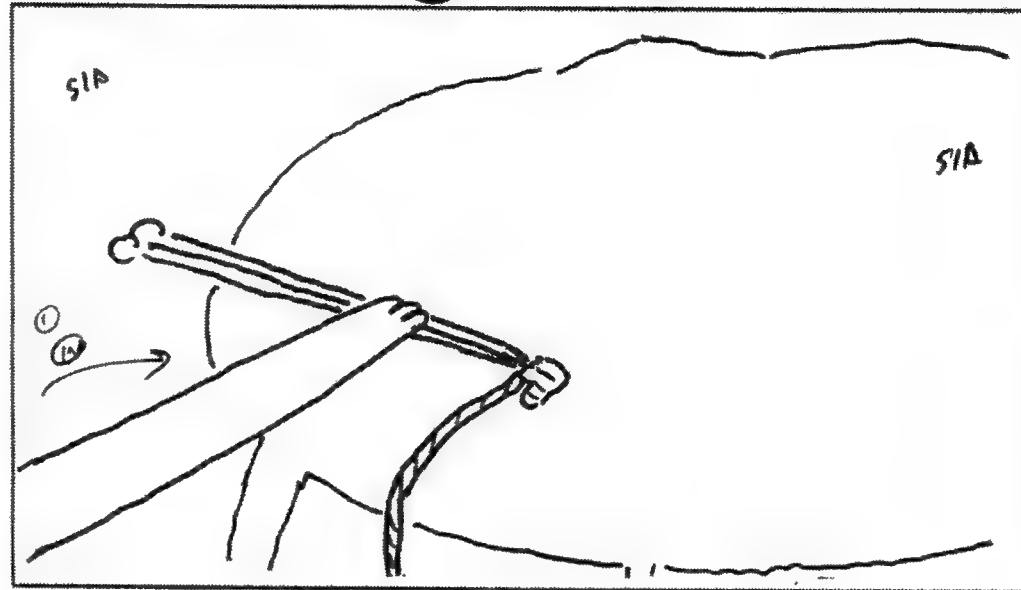
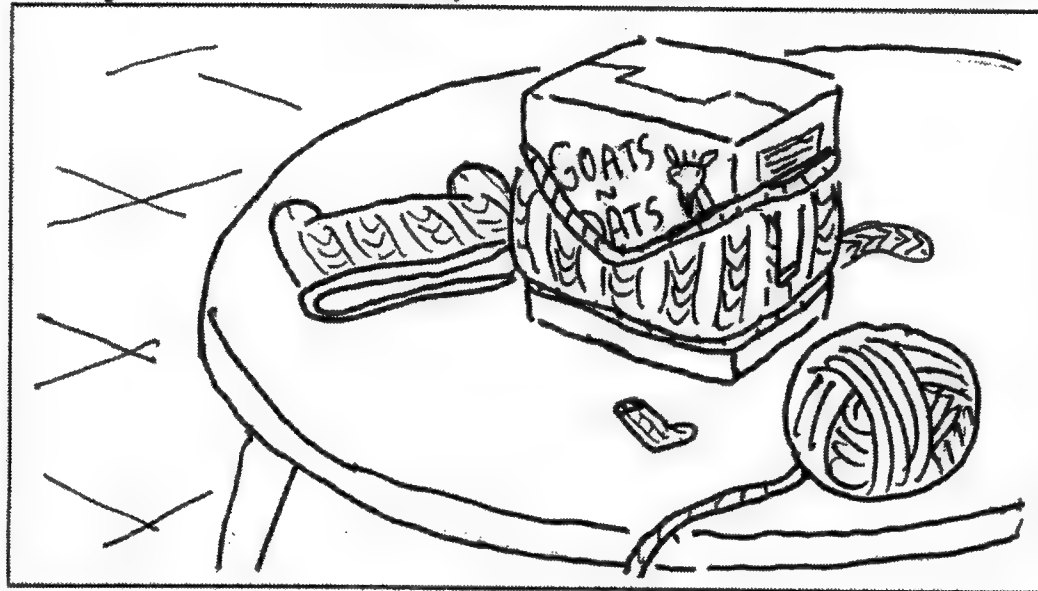
day night

Sc. 7 CONT

Pril. B

Bg.

day night



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EPISODE #

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Production :

Dialog:

Action:

Timing:

- J PUTS THE SOCK  
DOWN BESIDE OTHER  
BMO-SIZED KNITWEAR

Jake's arm goes back out after he puts down sock

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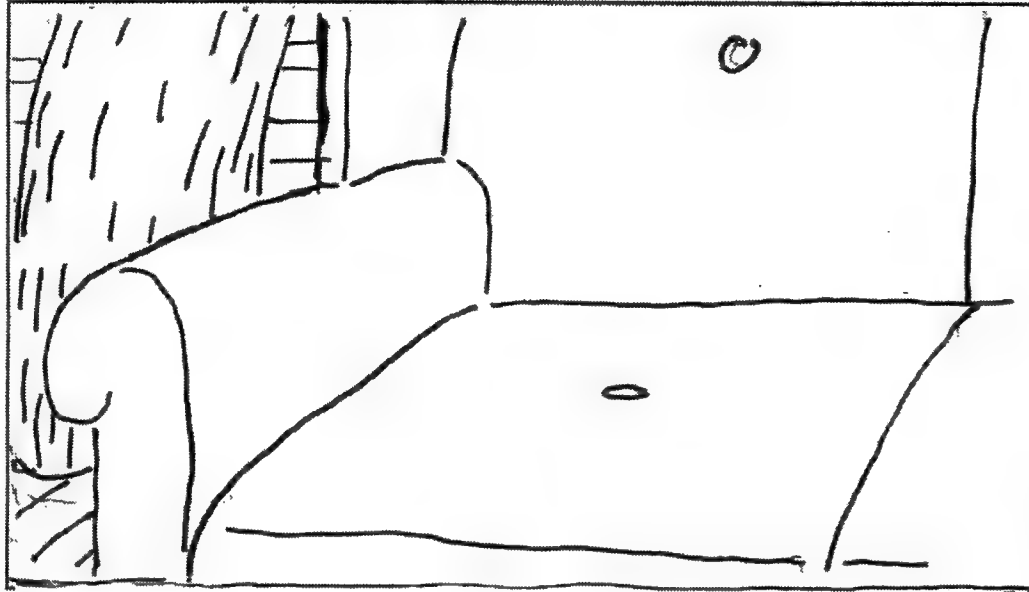
cut

# ADVENTURE TIME



Page 10

Sc. 8 Pnl. A Bg. day night



Sc. 8 CONT Pnl. B Bg. day night



Dialog:

J: UHH...

J: SO TIRED...

Action:

-J COLLAPSES ON THE COUCH

Timing:



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Production :

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# ADVENTURE TIME

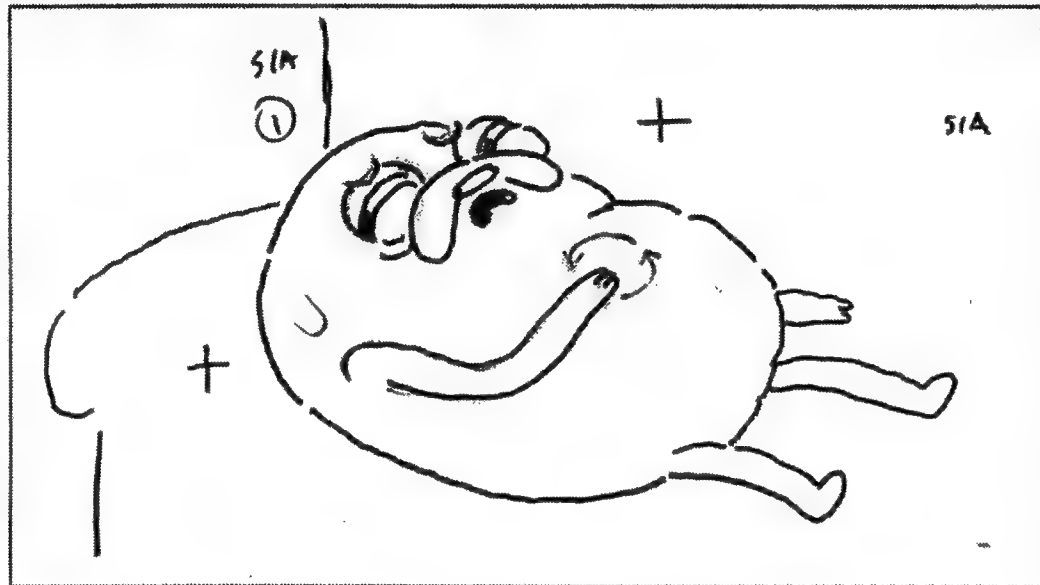


Page 11  
day night

Sc. 8 CONT Pnl. C

Bg.

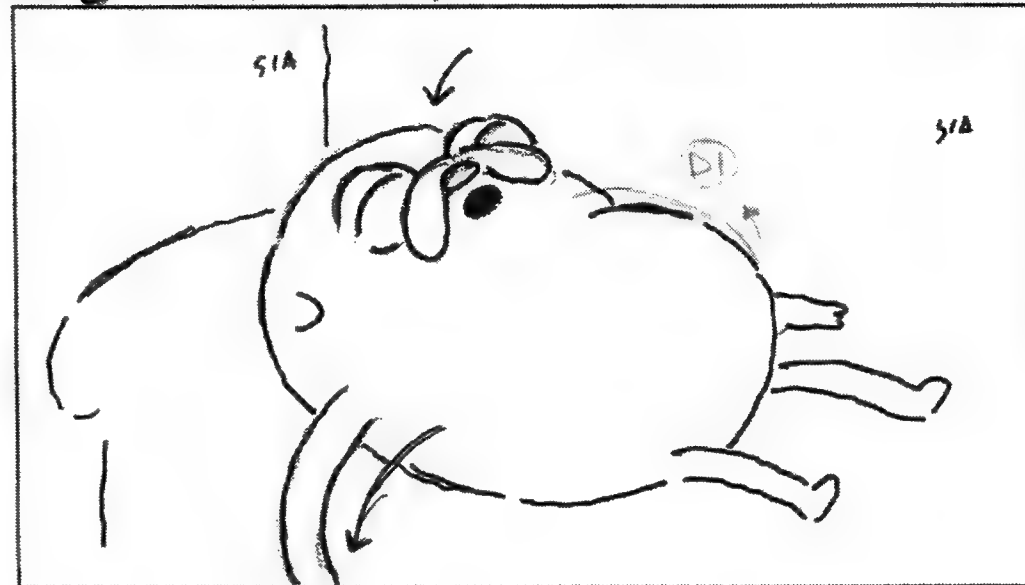
day night



Sc. 8 CONT Pnl. D

Bg.

day night



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Production :

1025/184

Dialog:

J: ① BUT ALSO... HUNGRY...  
② MAYBE I SHOULD EAT SOME-

Action:

- J RUBS HIS BELLY
- J'S EYES START TO QUIVER

CYCLE:



-FALLS ASLEEP  
SUDDENLY.

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Ho  
Gx

# ADVENTURE TIME



Page 12

Sc. 9

Pnl. A

Bg.

day night



Sc. 9 CONT

Pnl. B

Bg.

day night



Dialog:

F: [ INHALES DEEPLY ]

F: [ SLOW EXHALE ]

Action:



Timing:

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Production :

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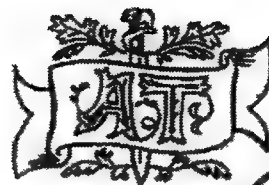
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# ADVENTURE TIME



Page 13

He  
cut

Sc. 9 CONT Pnl. C Bg. day night



Sc. 9 CONT Pnl. D Bg. day night



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EPISODE #

1025/184

Production :

Dialog:	Z: [CONT EXHALE] ~~~~~→	
	SFX: * SQUISHH *	
Action:	- FACE STARTS DROOPING / SLIDING DOWN	- FACE KEEPS SLIDING.
Timing:	MAY 09 2014	

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HW  
Gt

# ADVENTURE TIME



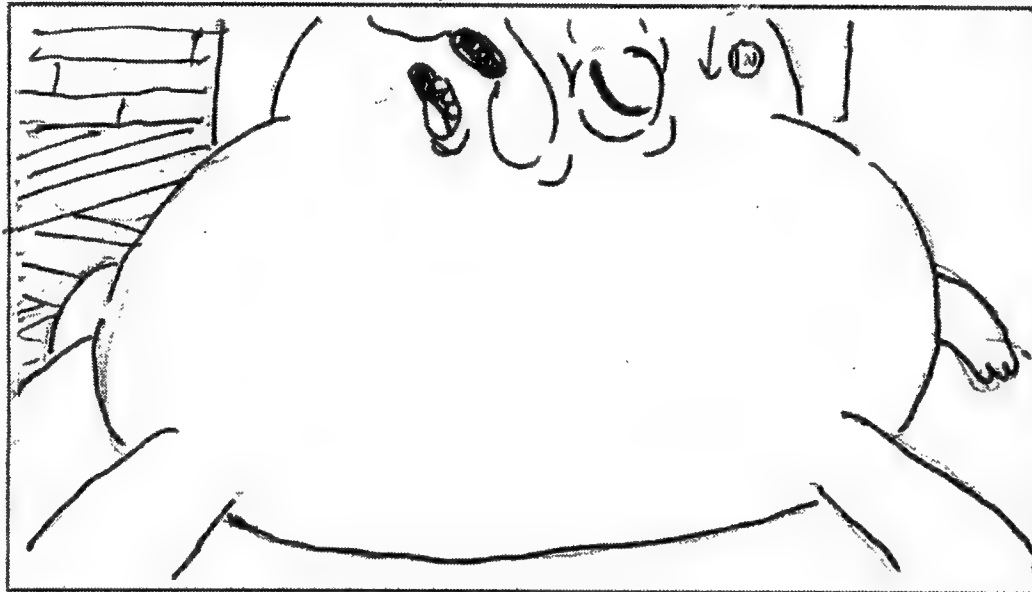
Page 14

Sc. 10

Pnl. A

Bg.

day night

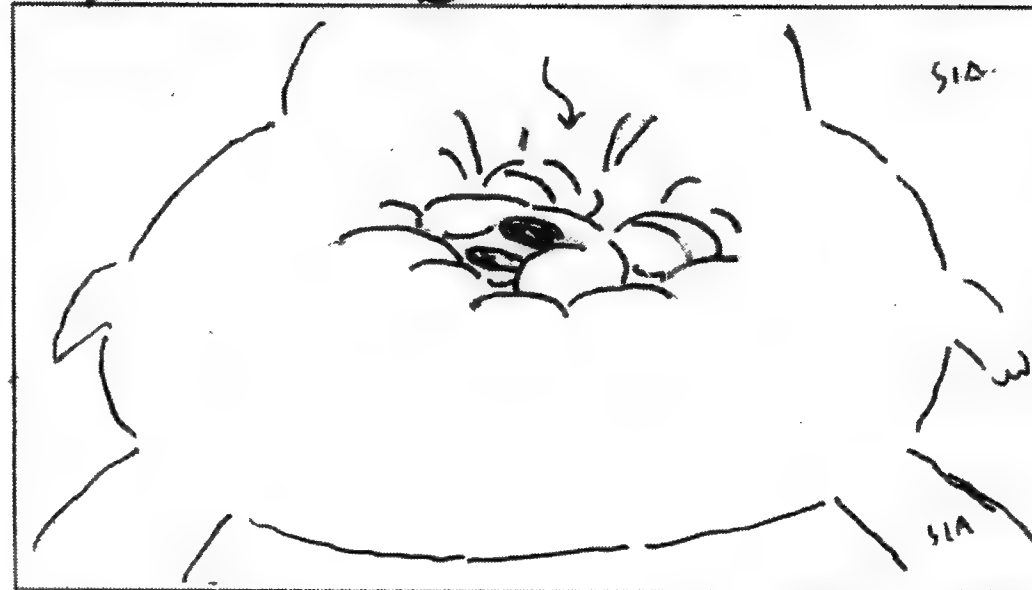


Sc. 10 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- FACE SLIDES DOWN ON/S

- RESTS AT JAKE'S TUMMY AND STARTS  
SINKING INTO IT

Timing:



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Production :

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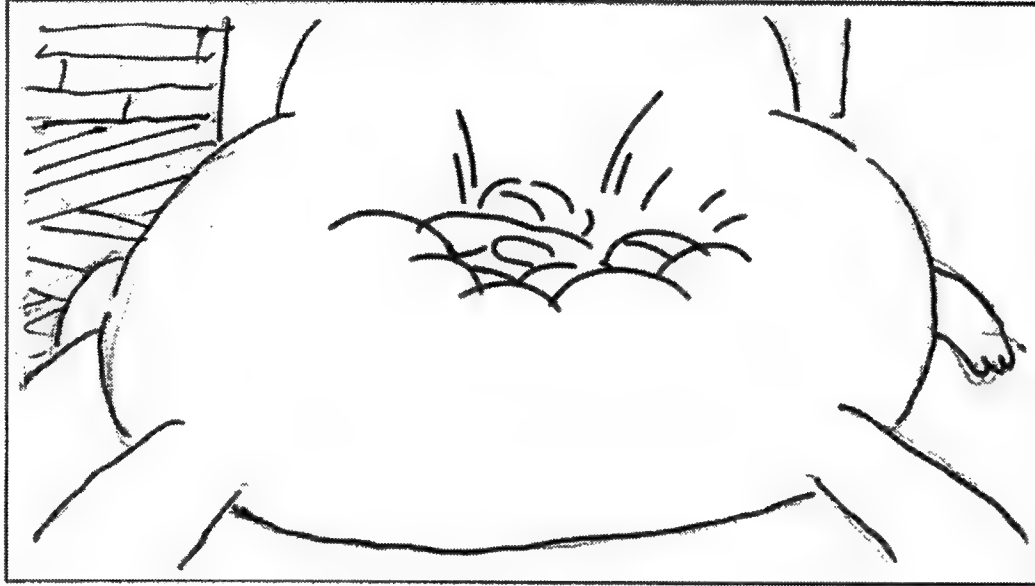
# ADVENTURE TIME



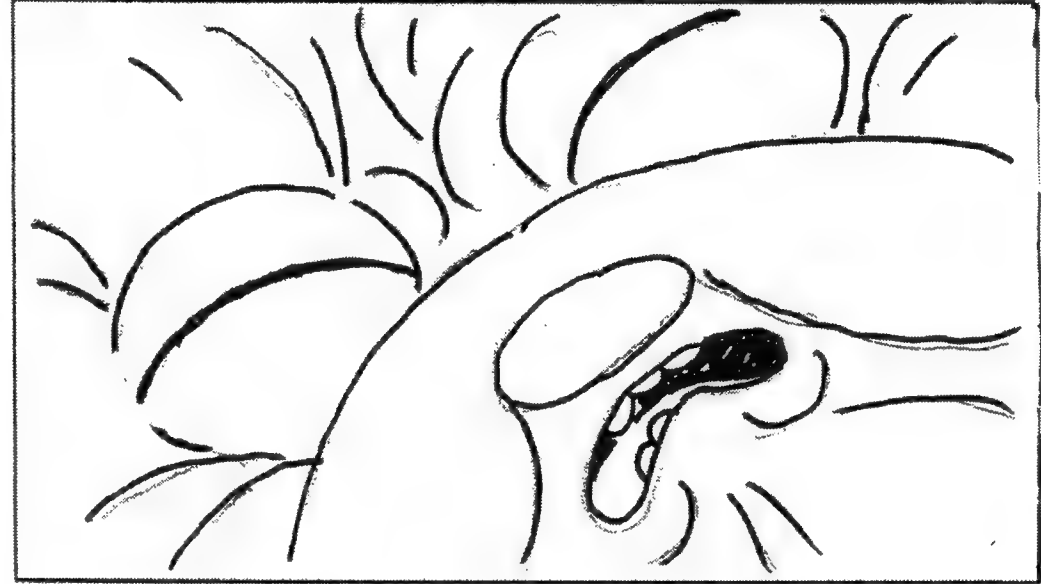
the cut

Page 15

Sc. 10 CONT Pnl. C Bg. day night



Sc. 11 Pnl. A Bg. day night



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Production :

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Dialog:	
Action:	- SINKS MORG
Timing:	

AT

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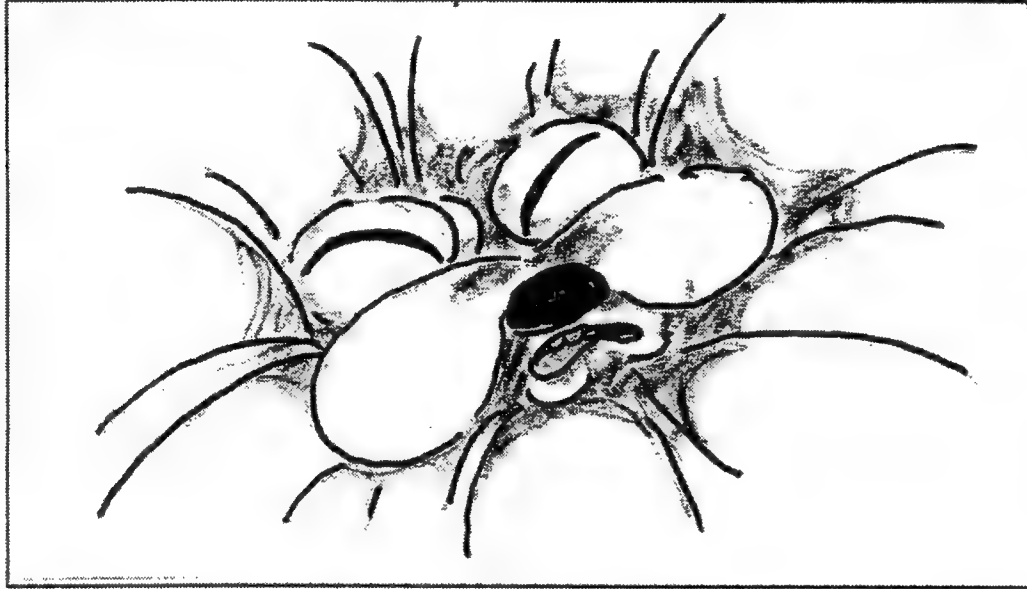
# ADVENTURE TIME



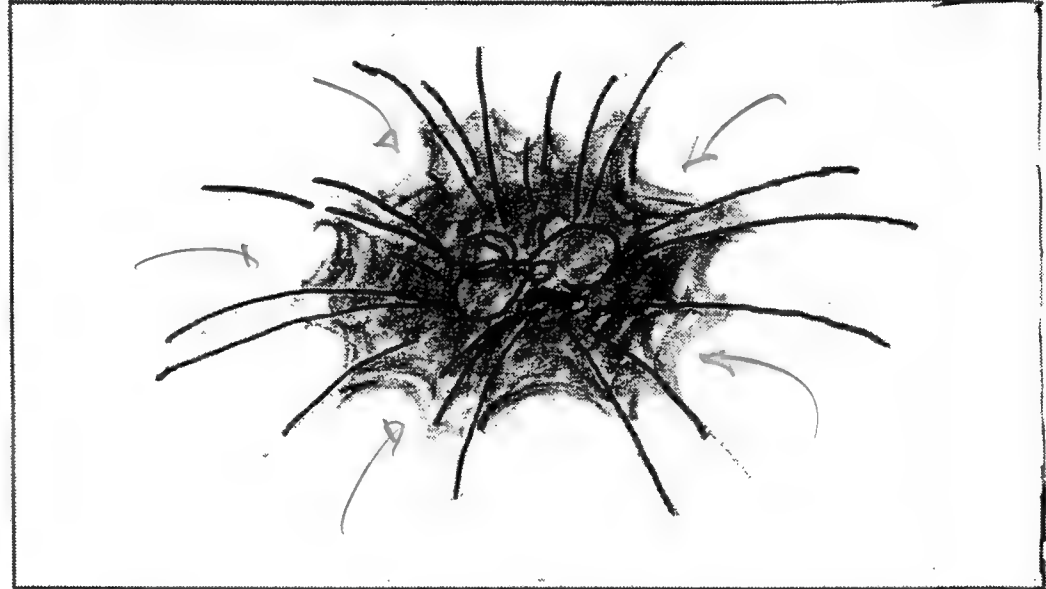
16

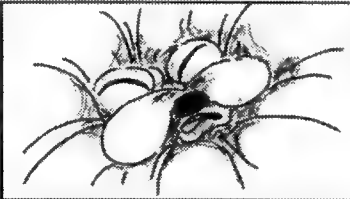

Page

Sc. 11 CONT Pnl. B Bg. day night



Sc. 11 CONT Pnl. C Bg. day night



Dialog:	 (B1)
Action:	- JAKE'S FACE SINKS DEEPER AND DEEPER,  GETTING SMALLER AND SMALLER CAUSING A CRATER
Timing:	

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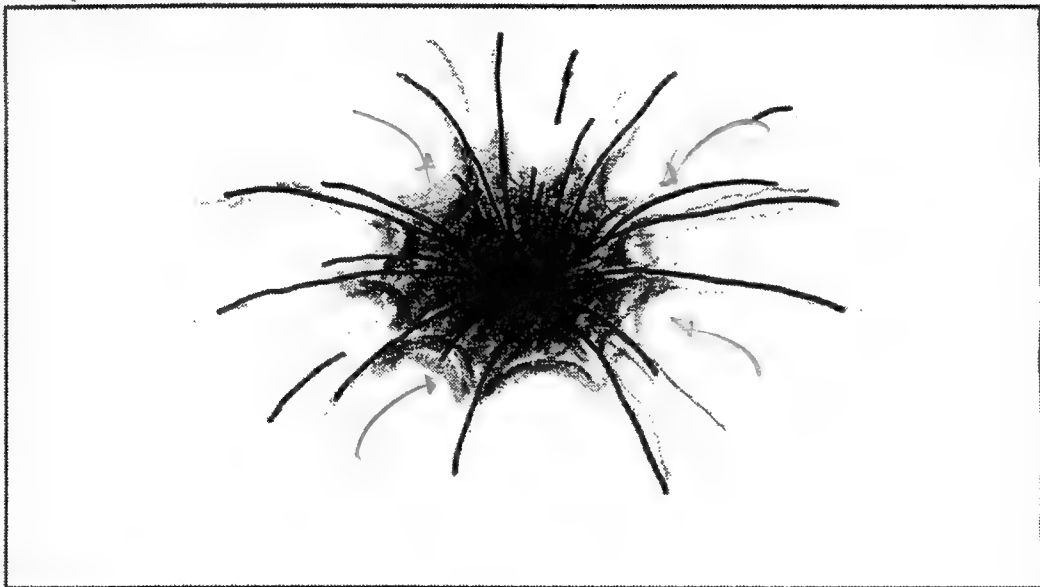
Page 17

Sc. 11 CONT

Pnl. D

Bg.

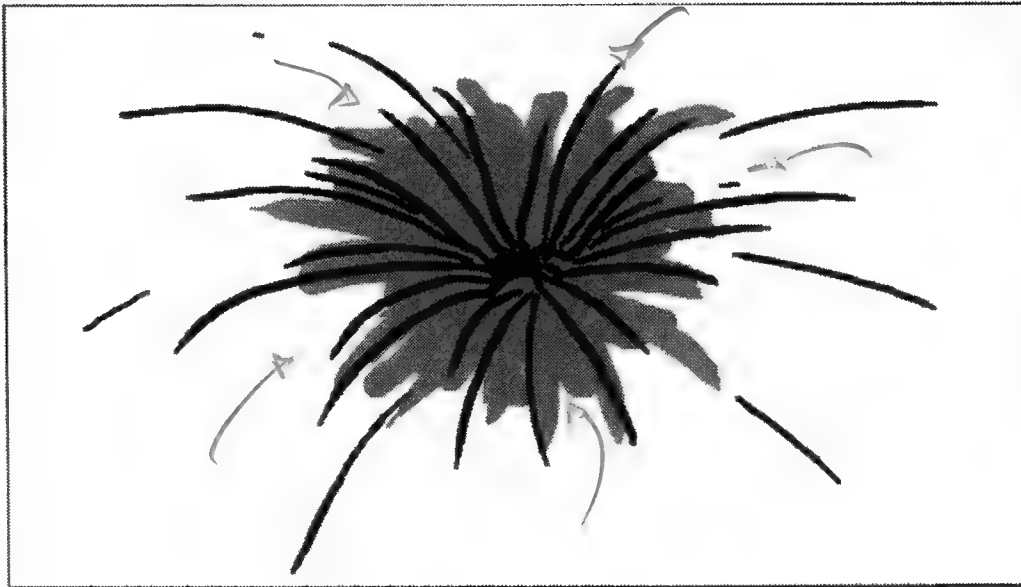
day night



Sc. 11 CONT Pnl. E

Bg.

day night



Dialog:

Action:

- FACE SINKS DEEP INTO CRATER UNTIL OUT OF SIGHT

- TRUCK INTO CRATER

Timing:

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Production :

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# ADVENTURE TIME



Hu  
Cut

18

Page \_\_\_\_\_

Sc. 11 CONT Pnl. F

Bg.

day night

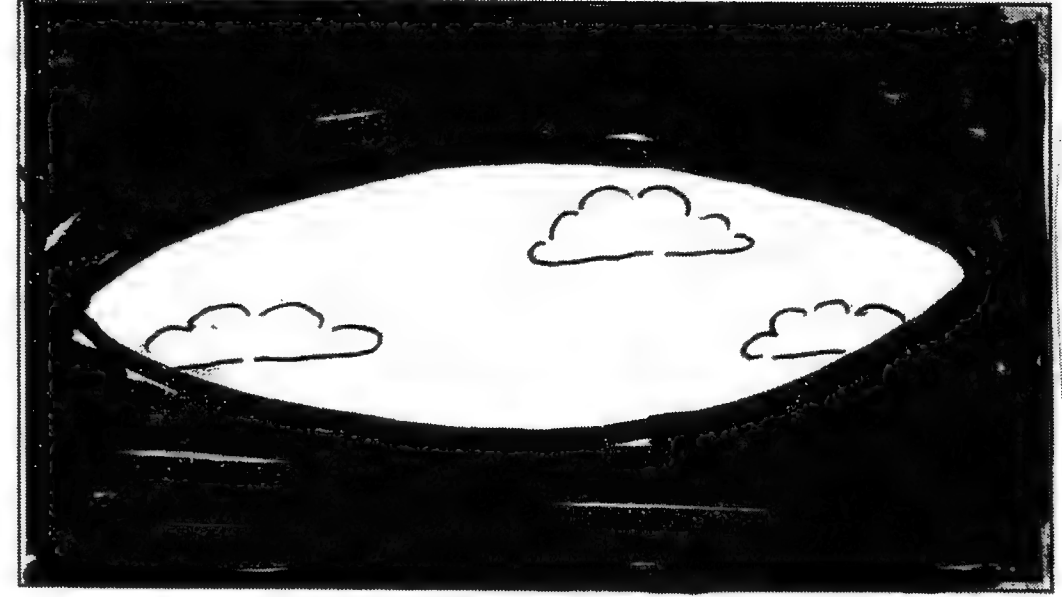


Sc. 12

Pnl. A

Bg.

day night



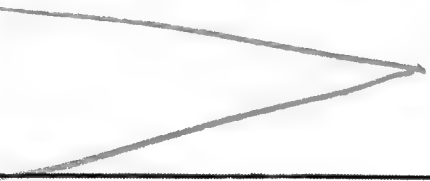
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Production :

Dialog:



I: (GROAN)

Action:

FADG TO BLACK

- EYE SHAPE OPENS W REVEALING A FLAT ORANGE SKY WITH ORANGE CLOUDS

Timing:

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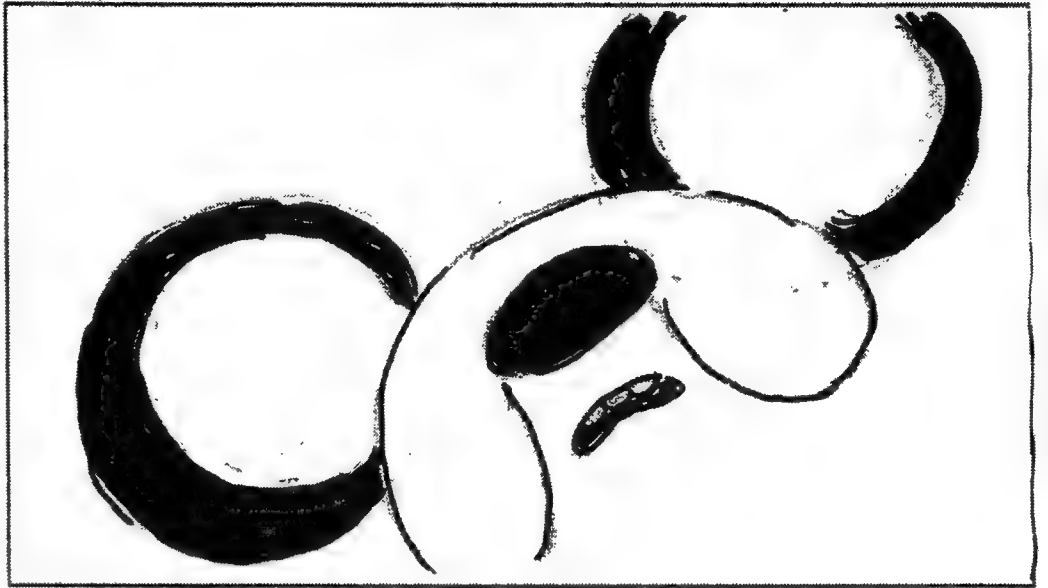


Cut

Sc. 12 CONT Pnl. B Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:
J: EH?
Action: JAKE CLOUDS FLOAT SLOWLY ACROSS JAKE-SKY,
Timing:

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# ADVENTURE TIME



Page 20

Sc. 13 CONT Pnl. B Bg. day night



Sc. 13 CONT Pnl. C Bg. day night



Dialog:

Action: - JACK PEERS RIGHT

- PEERS LEFT

Timing:

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*Handwritten:* Hu Cont

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HW  
cut

# ADVENTURE TIME



21  
Page

HW  
cut

Sc. 14

Pnl. A

Bg.

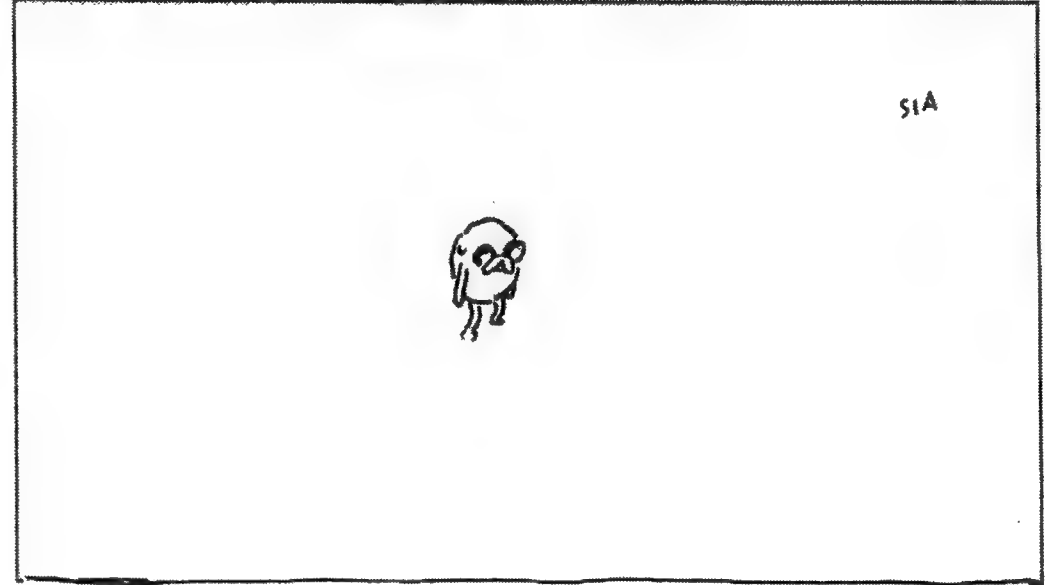
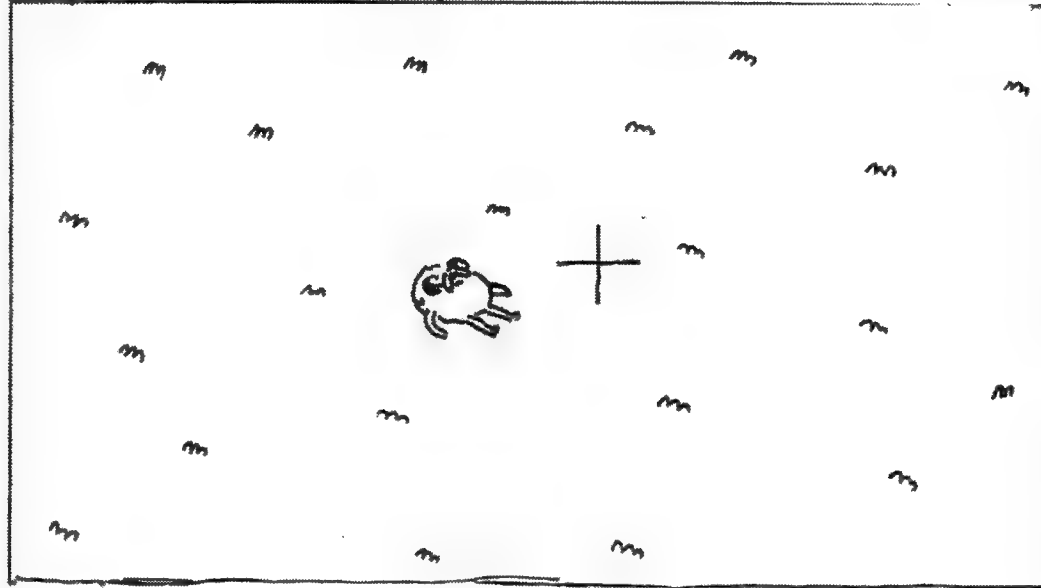
day night

Sc. 14 CONT

Pnl. B

Bg.

day night



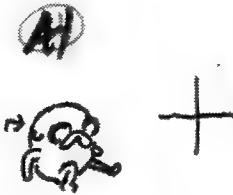
Dialog:

J: UH...

Action:

- J STANDS UP

Timing:



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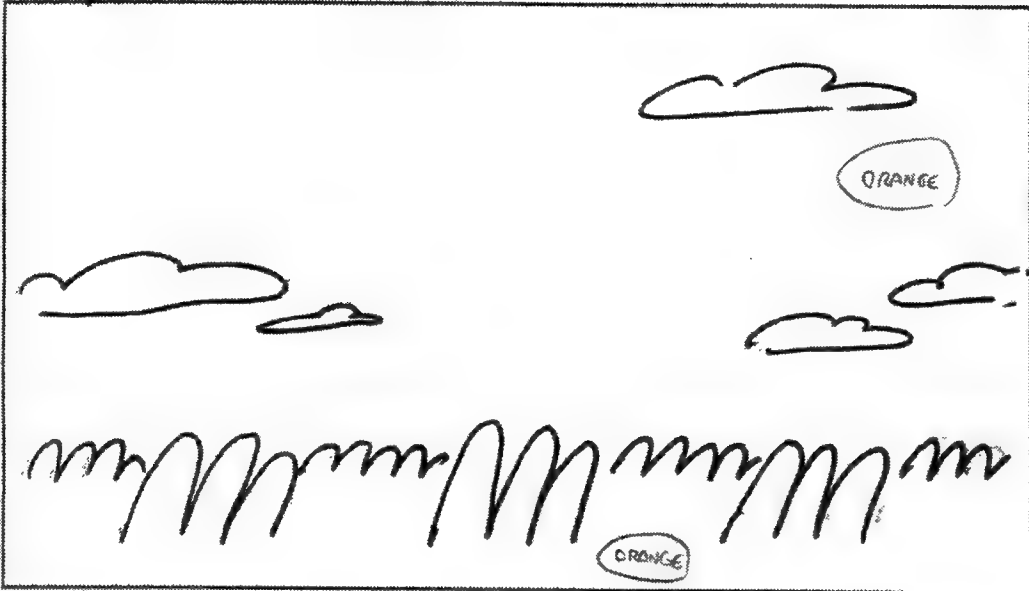
Ho  
Cut

# ADVENTURE TIME

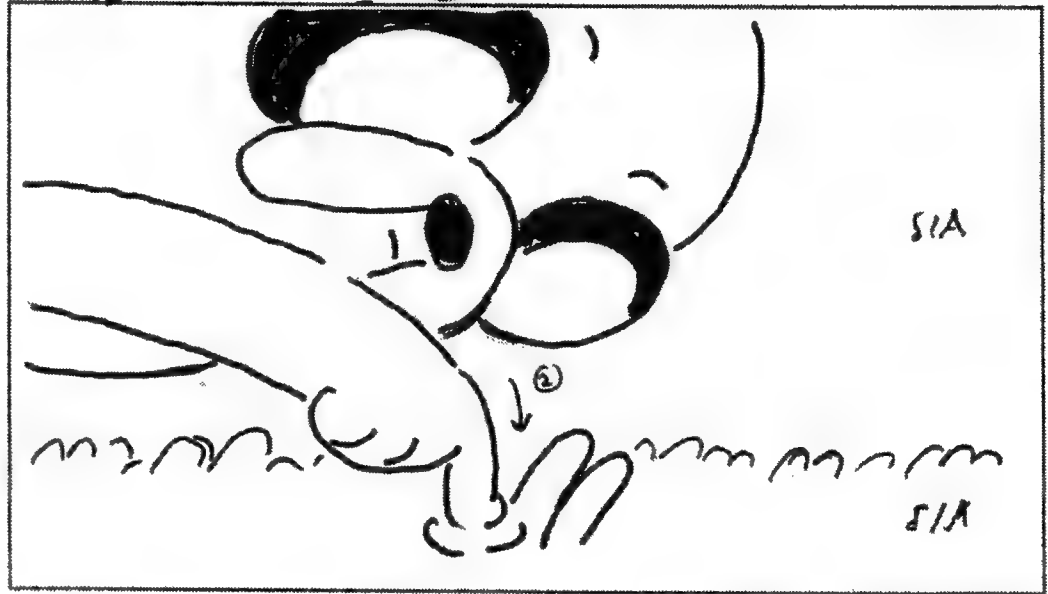



Page 22

Sc. 15 Pnl. A Bg. day night



Sc. 15 CONT Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	
<p>SFX: POIT</p> <p>- J LEANS DOWN ON/S PRESSES DOWN A <sup>BLADE</sup> BLADE OF GRASS WITH HIS FINGER, THE BLADE SMUSHES DOWN, SORT OF MERGING WITH HIS FINGER</p> <p>MAY 09 2014</p>	

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# ADVENTURE TIME



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Sc. 15 CONT Pnl. C

Bg.

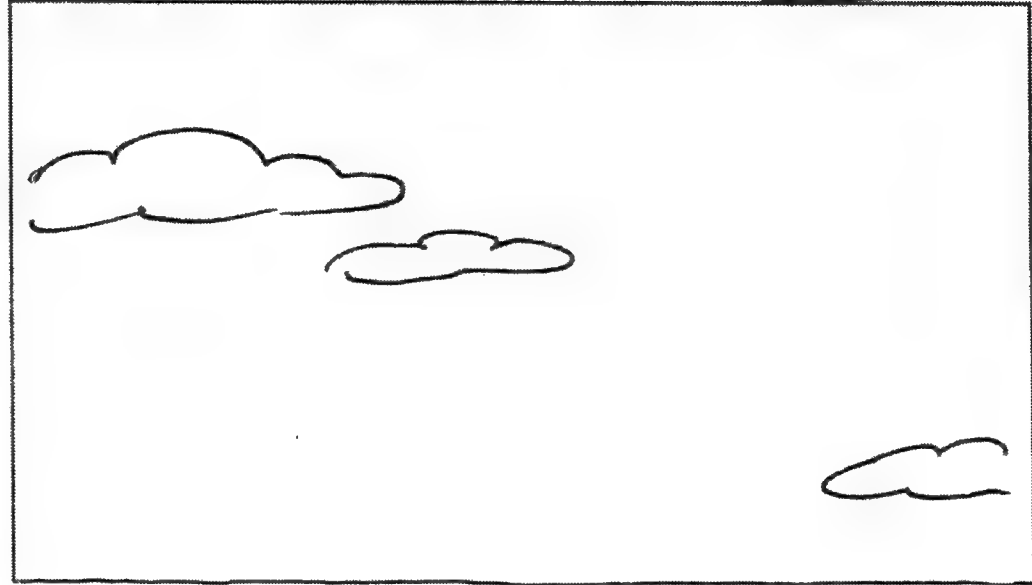
day night

Sc. 16

Pnl. A

Bg.

day night



EPISODE # 1025-184

Production :

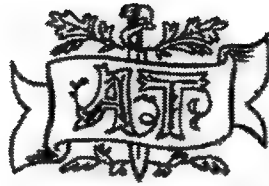
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# ADVENTURE TIME



Page 24

Sc. 16 CONT Pnl. B

Bg.

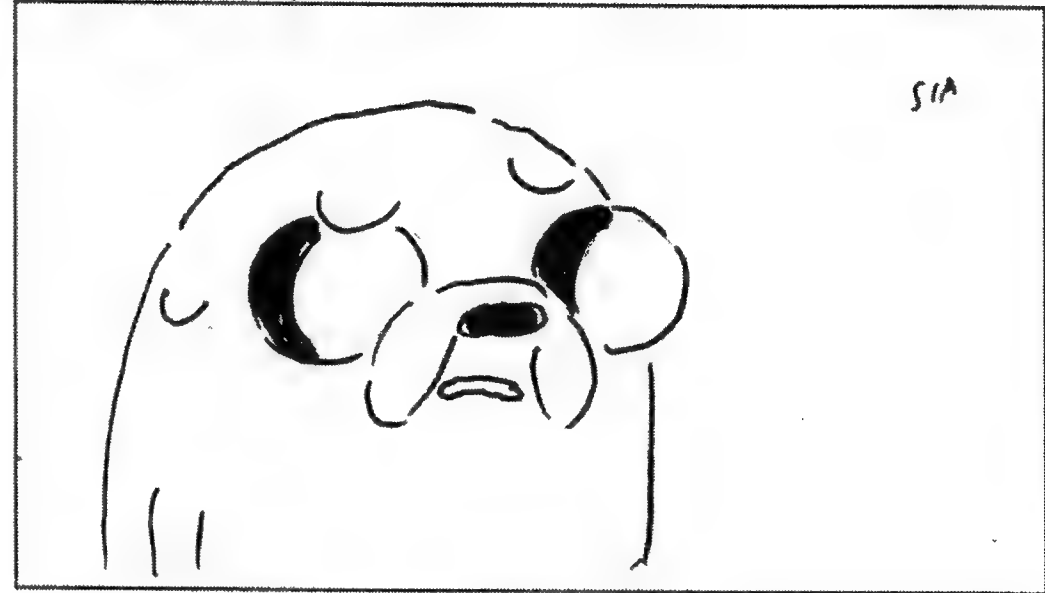
day night



Sc. 16 CONT Pnl. C

Bg.

day night



HV  
dist

1025-184

EPISODE #

1025/184

Production :

Dialog:

J: HNH...  
EVERYTHING'S MADE O'...

J: ... ME

(AUT) JAKE...

Action:

- J. STANDS UP.

Timing:



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1025/184

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Ho  
Cut

# ADVENTURE TIME



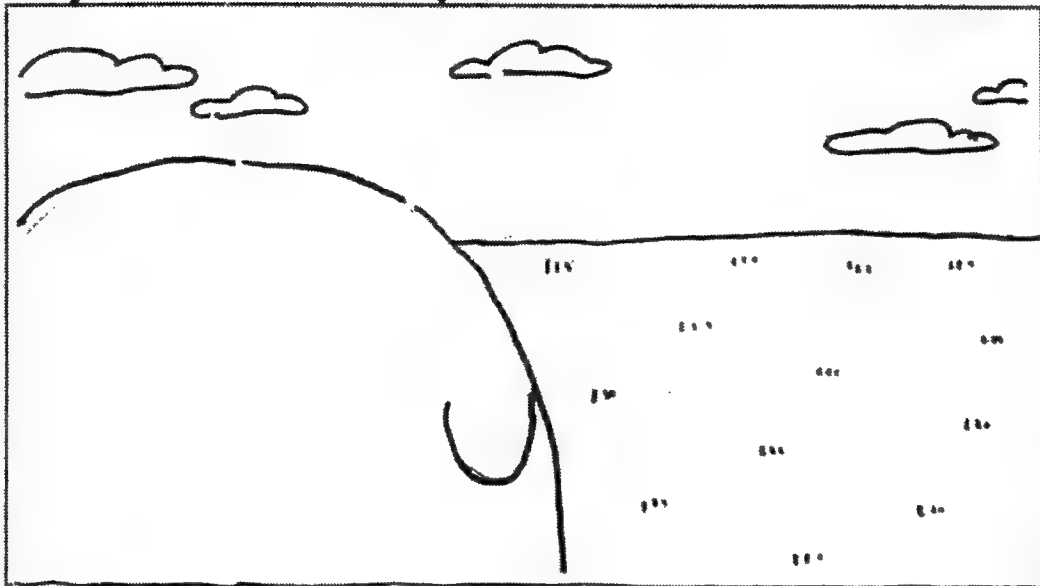
Page 25

Sc. 17

Pnl. A

Bg.

day night

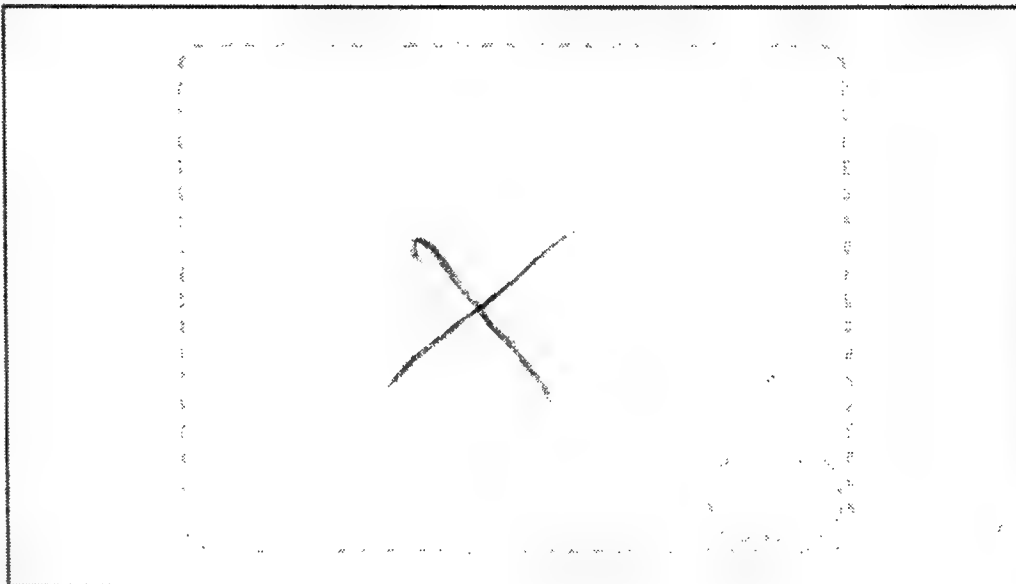


Sc.

Pnl.

Bg.

day night



Dialog:

SPX! \* SQUISHING \*

Action:

-J LOOKING AT HORIZON

Timing:

MAY 09 2014

1025-184

EPISODE #

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Production :

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# ADVENTURE TIME



Page

26

Sc. 17 CONT

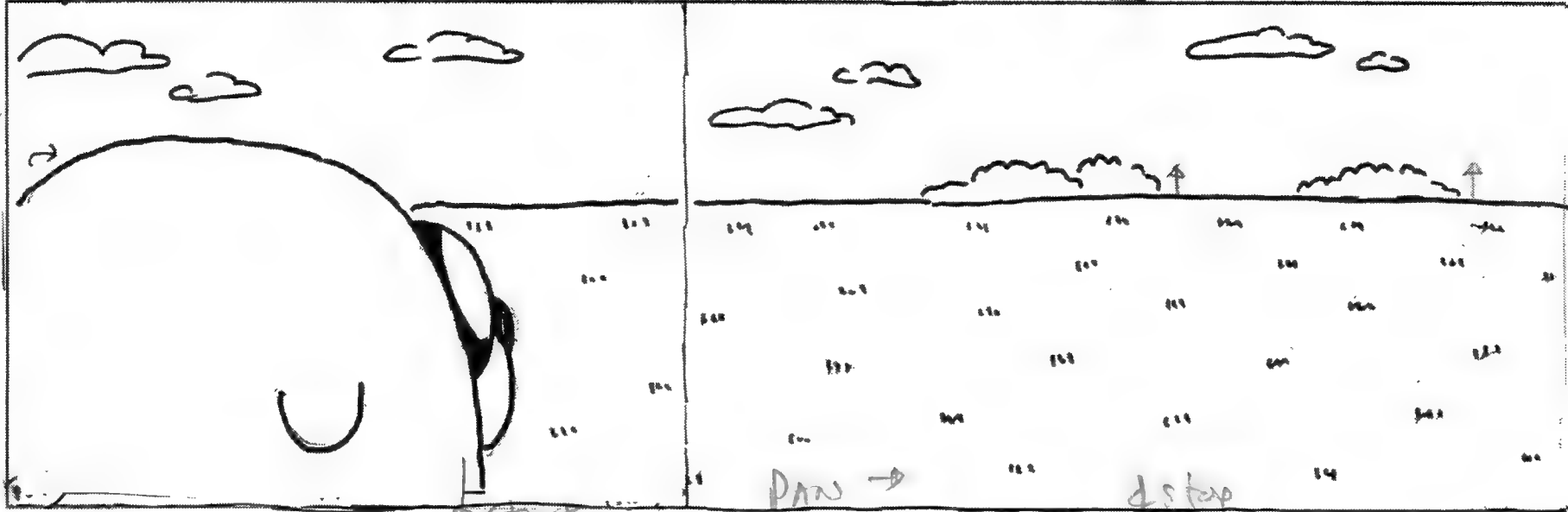
Pnl. B

Bg.

day night

B1

Cut



EPISODE #

1025-184

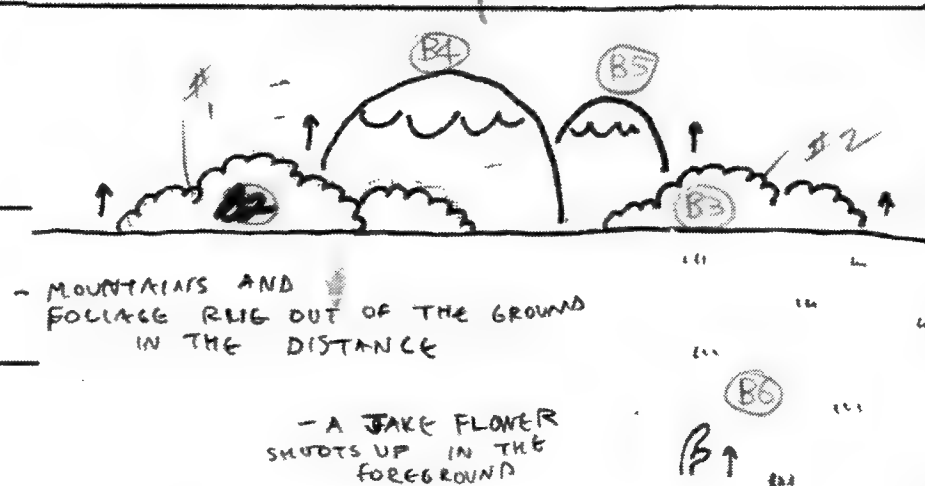
1025/184

Dialog:

Action:

- J TURNS HIS HEAD TO THE RIGHT SLOWLY
- PAN RIGHT PAST JAKE

Timing:



SPX:

X SFLUTT X



1025/184



Cut

# ADVENTURE TIME



Page 27

Sc. 18

Pnl. A

Bg.

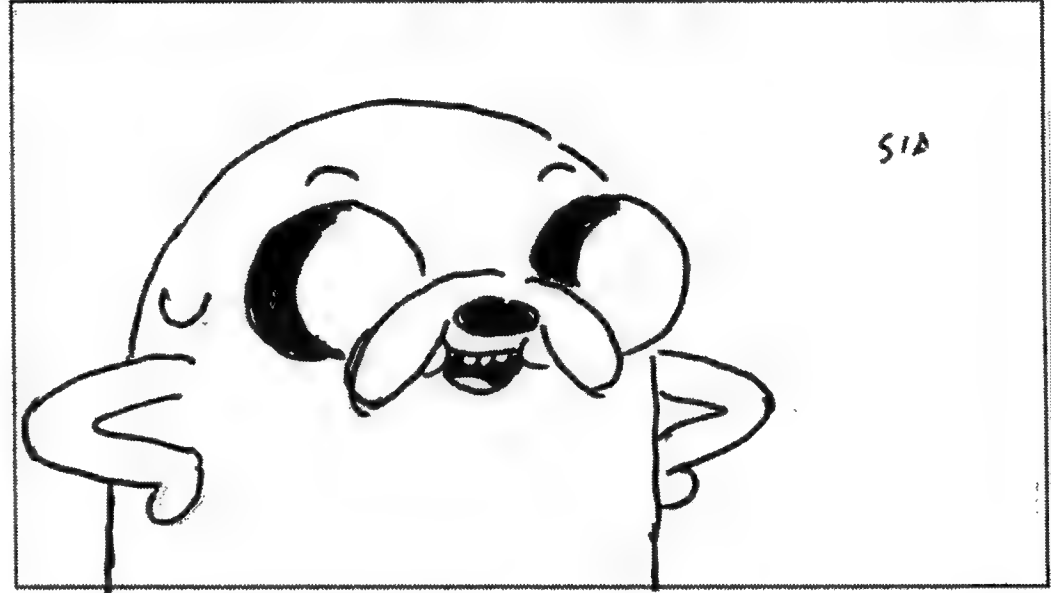
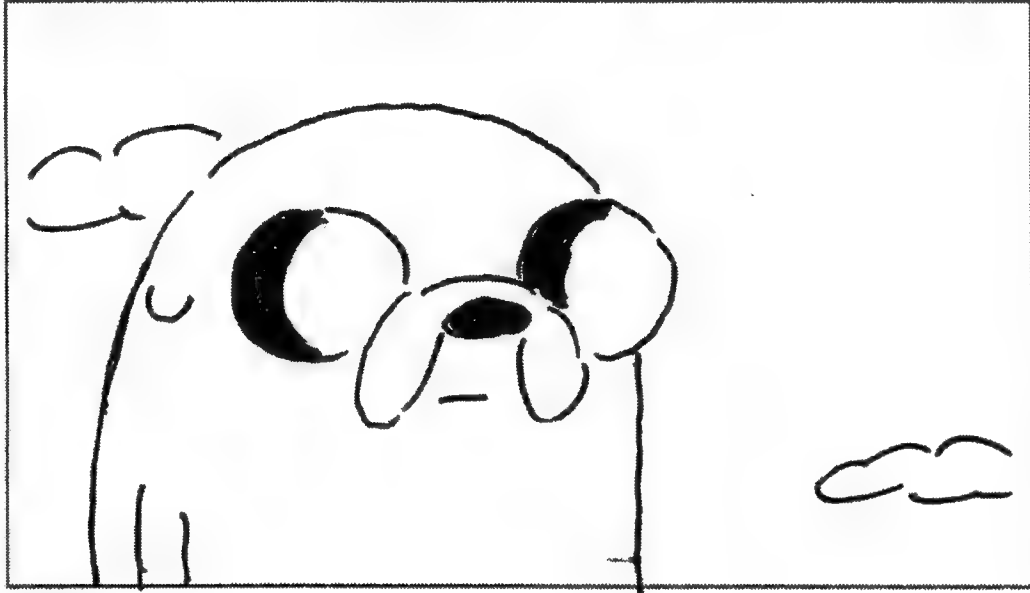
day night

Sc. 18 cont

Pnl. B

Bg.

day night



Dialog:

J: PRETTY NEAT!

Action:

Timing:

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1025-184

EPISODE #

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Production :

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1025/184



# ADVENTURE TIME



Page 28

Sc. 18 CONT Pnl. C

Bg.

day night



Sc. 18 CONT Pnl. D

Bg.

day night



EPISODE #

1025-184

1025/184

Production :

Dialog:

J: I BET THERE'S LIKE A... LIKE A -

J: COOL CITY OR SOMETHING AROUND HERE...

Action:

- J. SHADES HIS EYES AND SQUINTS

Timing:

MAY 09 2014

1025/184

1025/184



# ADVENTURE TIME



Page 29

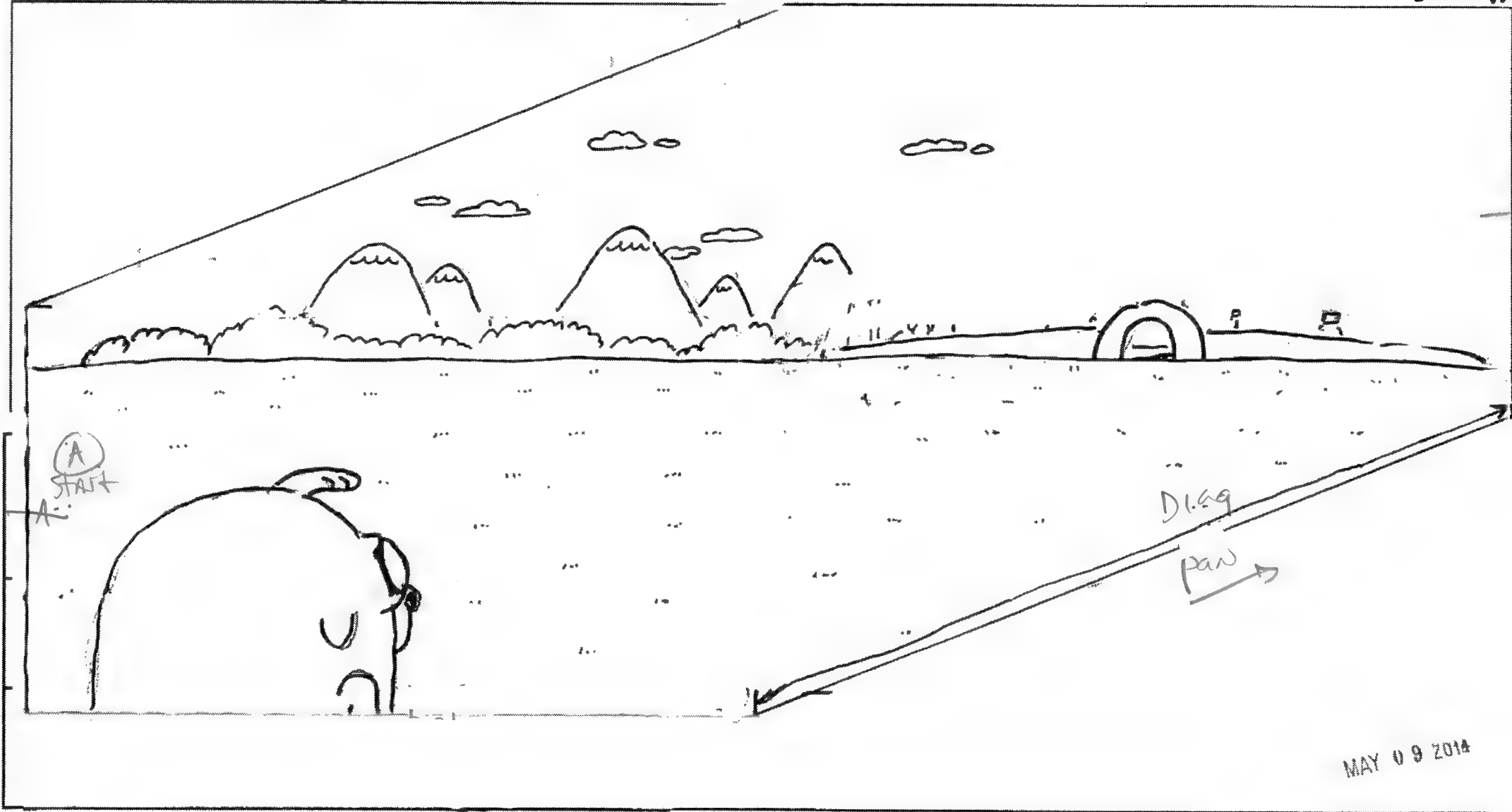
29A NEXT

Sc. 19

Pnl.

Bg.

day night



(A) Stop A

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# ADVENTURE TIME



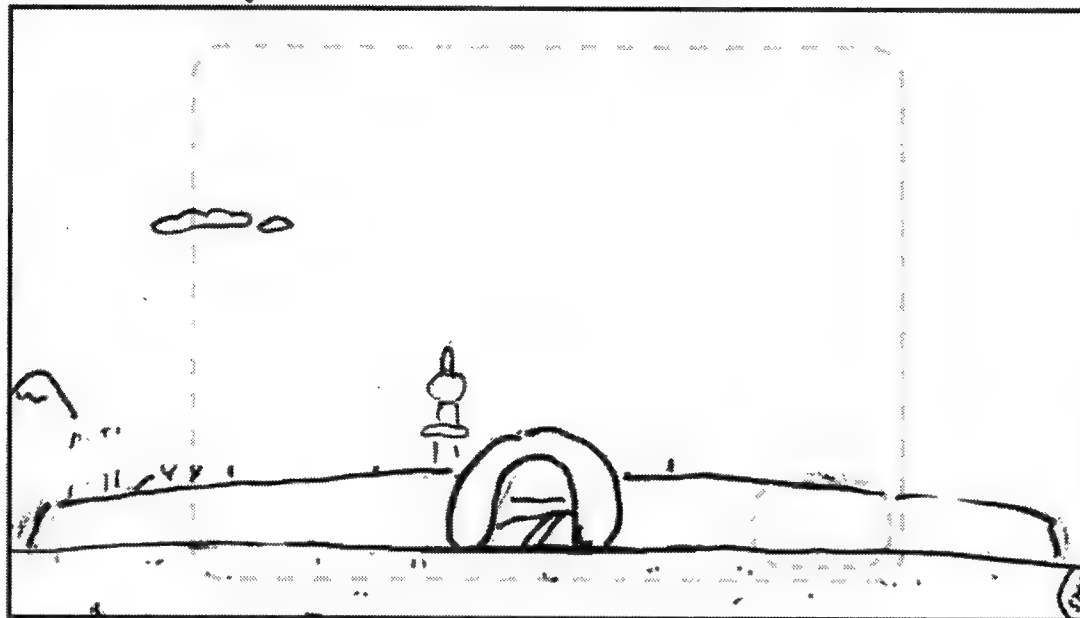
Page 29A  
29B NEXT  
day night

Sc. 19 *CONT*

Pnl. B

Bg.

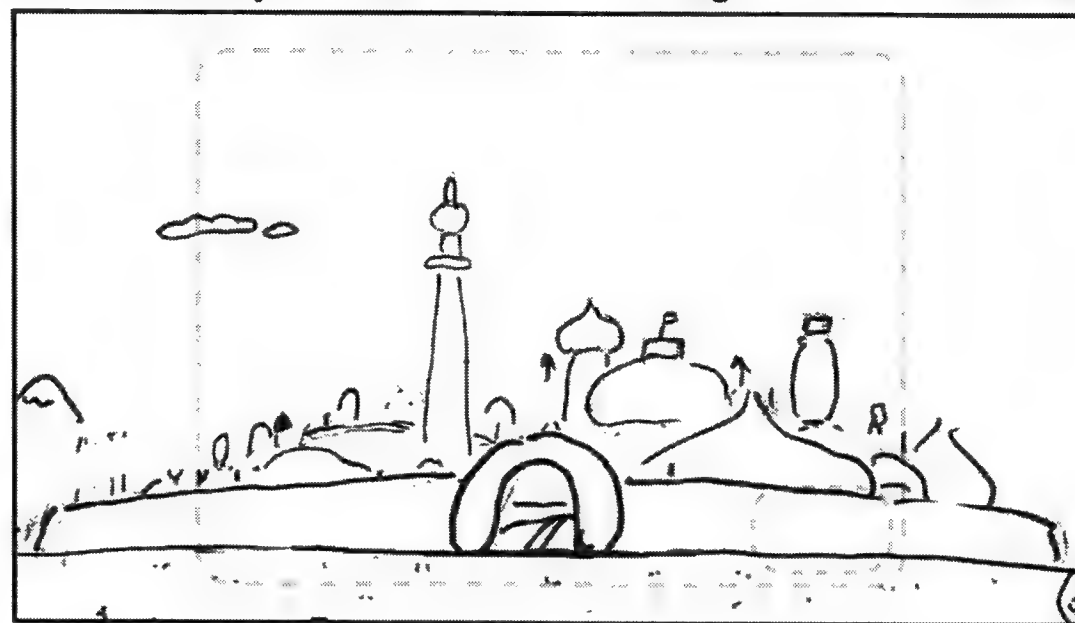
day night



Sc. 19 *CONT*

Pnl. C

Bg.



Dialog:

Action:

city starts to rise

Timing:

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EPISODE # 1025-184

Production:

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# ADVENTURE TIME



Page 29B

Sc. 19 *CONT* Pnl. D

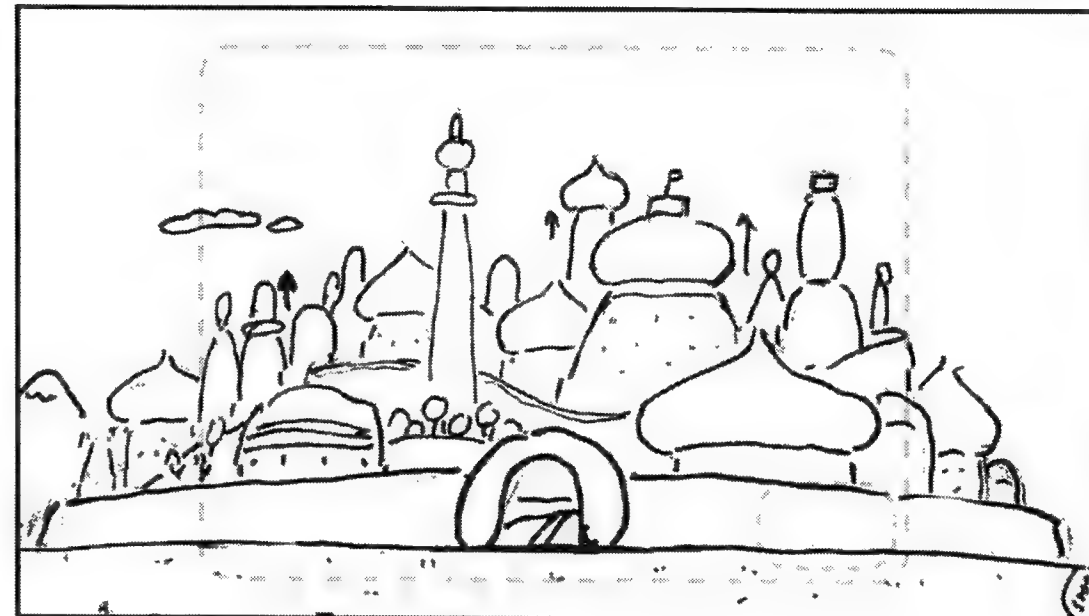
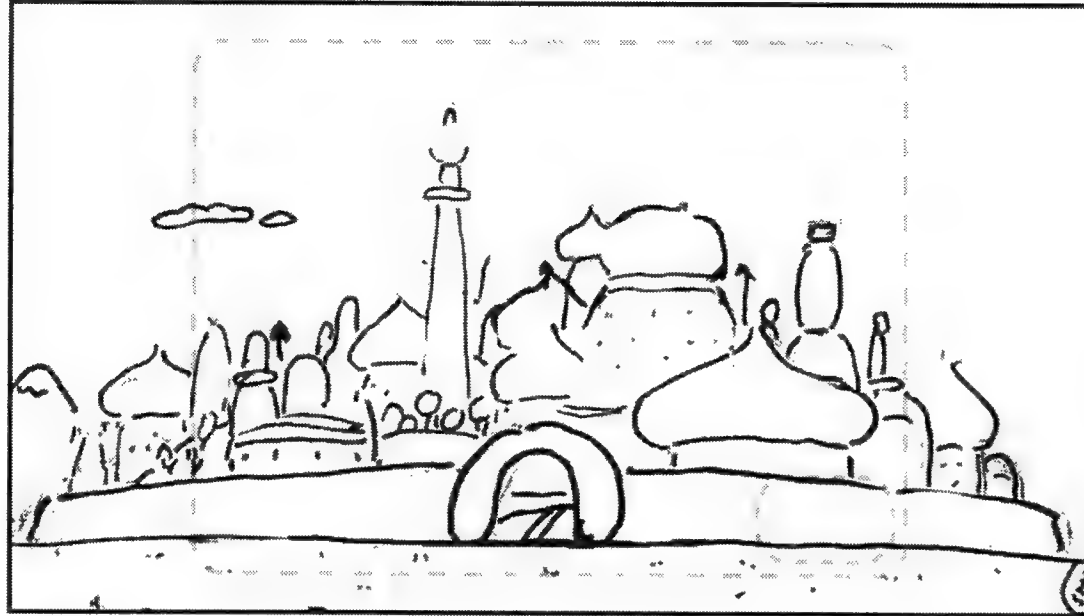
Bg.

day night

Sc. 19 *CONT* Pnl. E

Bg.

*30 NEXT*  
key night



*Cut*

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1025/184

Dialog:

Action:

city forming and rising

Timing:

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Production:

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1025/184



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1025/184

Cut

# ADVENTURE TIME



Cut

Page 30

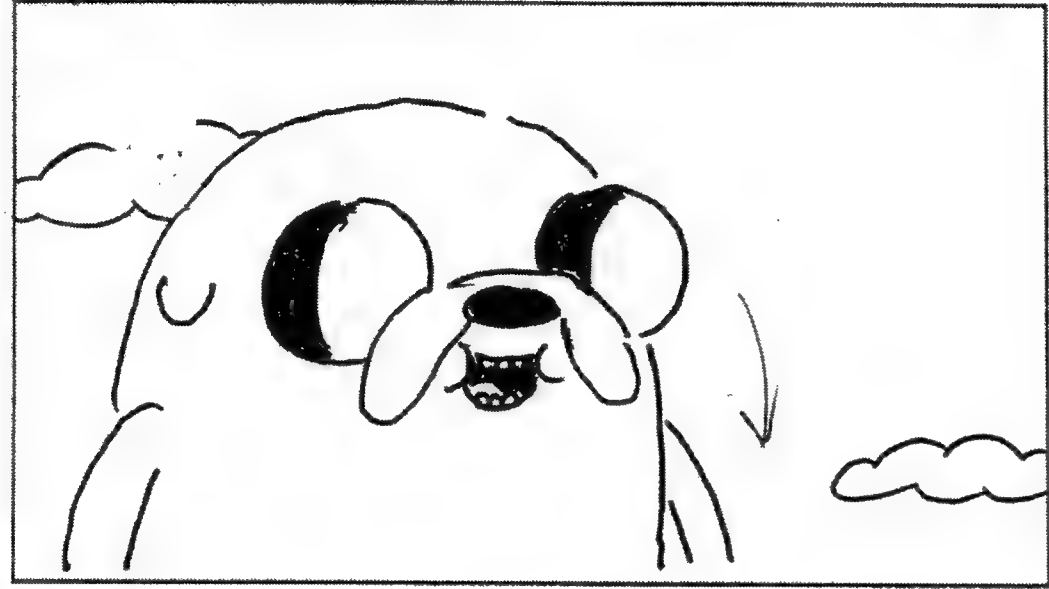
Cut w/wire D Art

Sc. 20

Pnl. A

Bg.

day night

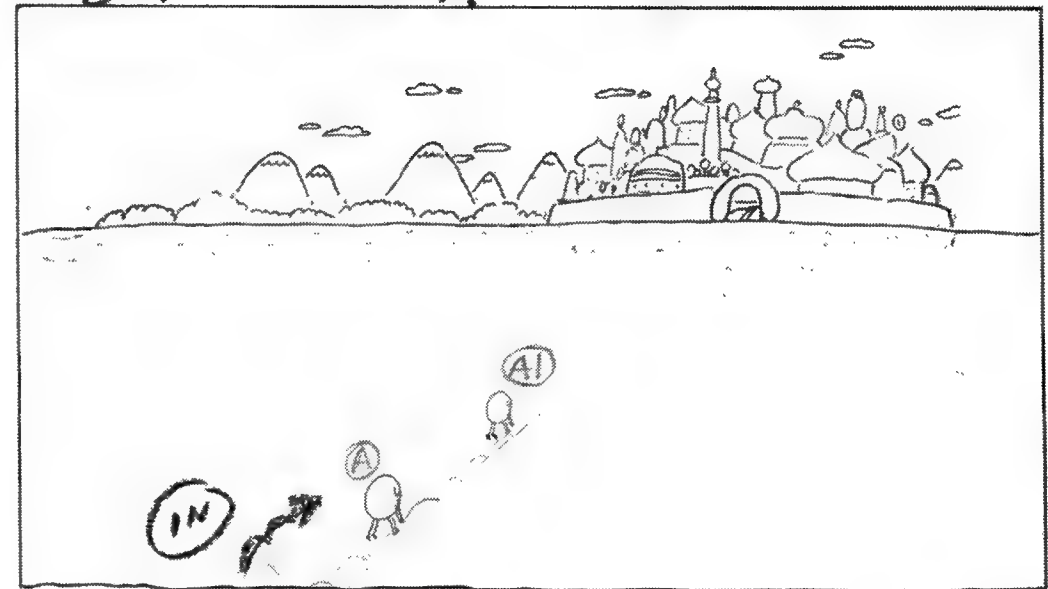


Sc. 21

Pnl. A

Bg.

day night



Dialog:

J: NICE, JAKE- CIT-TAY...

WIRE

Action:

-J. LOWERS ARMS

-J HEADS TOWARD CITY

Timing:



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EPISODE #

1025/184

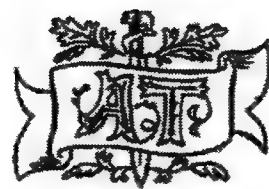
Production :

1025/184



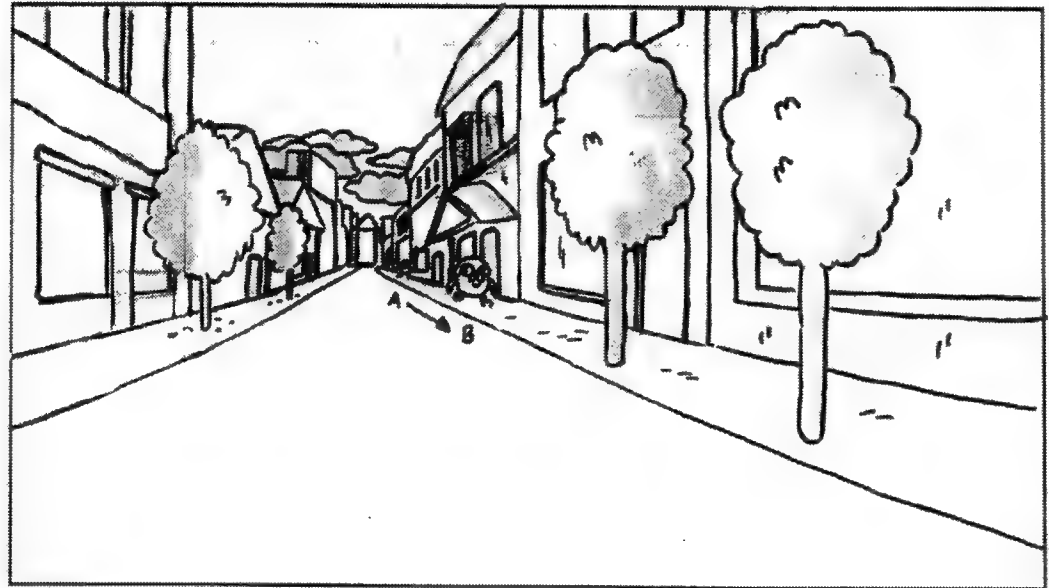
Cut w/ wipe  
to next

# ADVENTURE TIME



Page 31

Sc. 22 Pnl. A Bg. day night



Sc. 22 cont Pnl. B Bg. day night

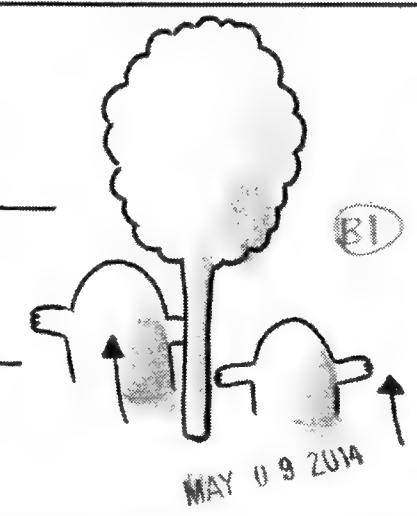


Dialog:

Action:

JAKE takes a stroll in the city's glamorous shopping district.  
- Things are still forming - people rise of ground.  
- they walk towards JAKE.

Timing:



Production :

EPISODE #

HU  
Cut

10255184

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1025/184

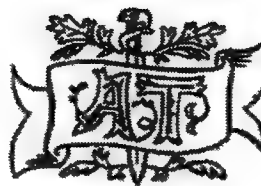
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## ADVENTURE TIME

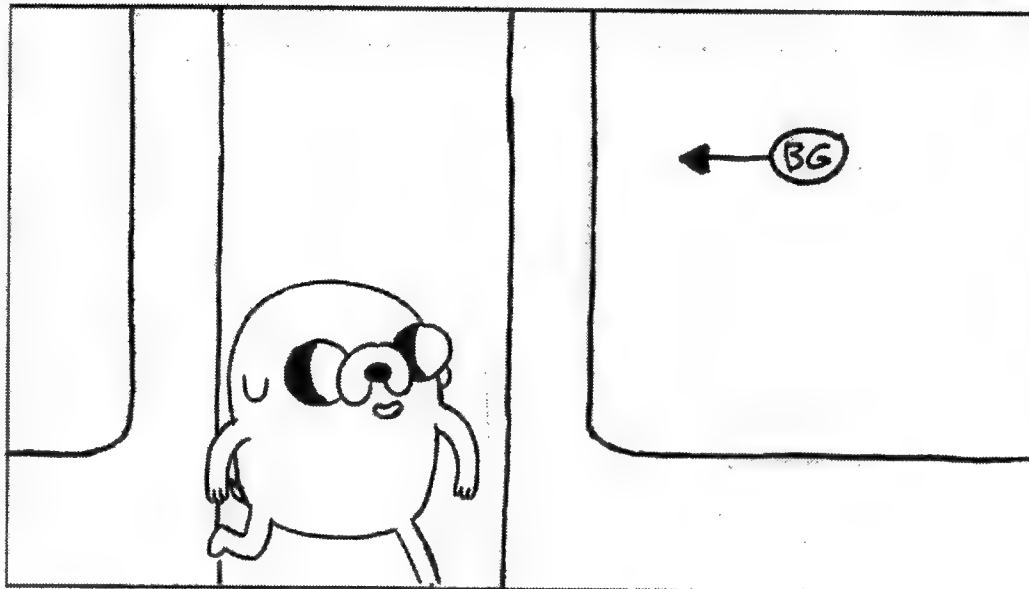
Page 32

Sc. 23

### Pnl. A

**Bg.**

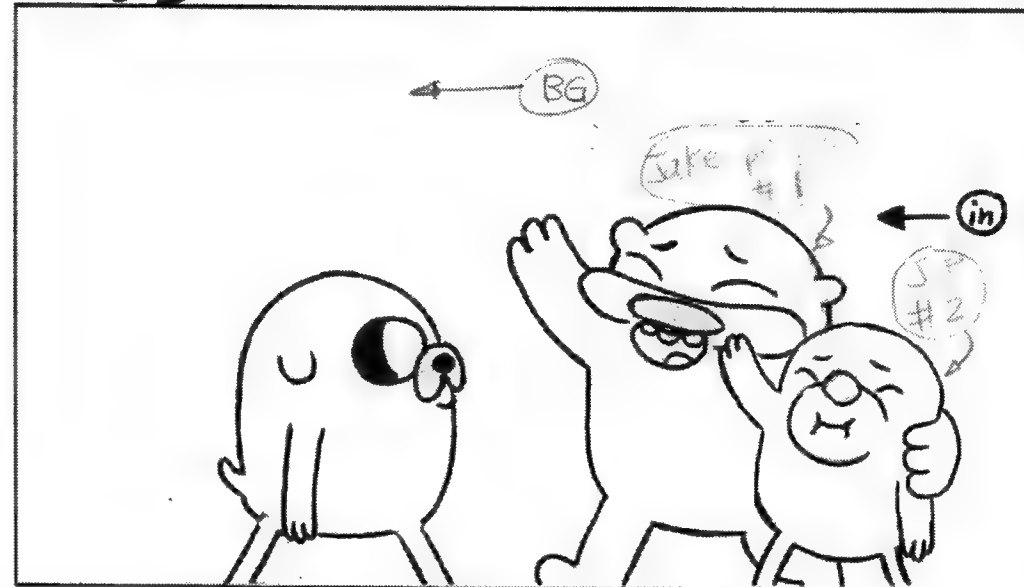
**day night**

**Sc.**

23 cont Pnl. B

**Bg.**

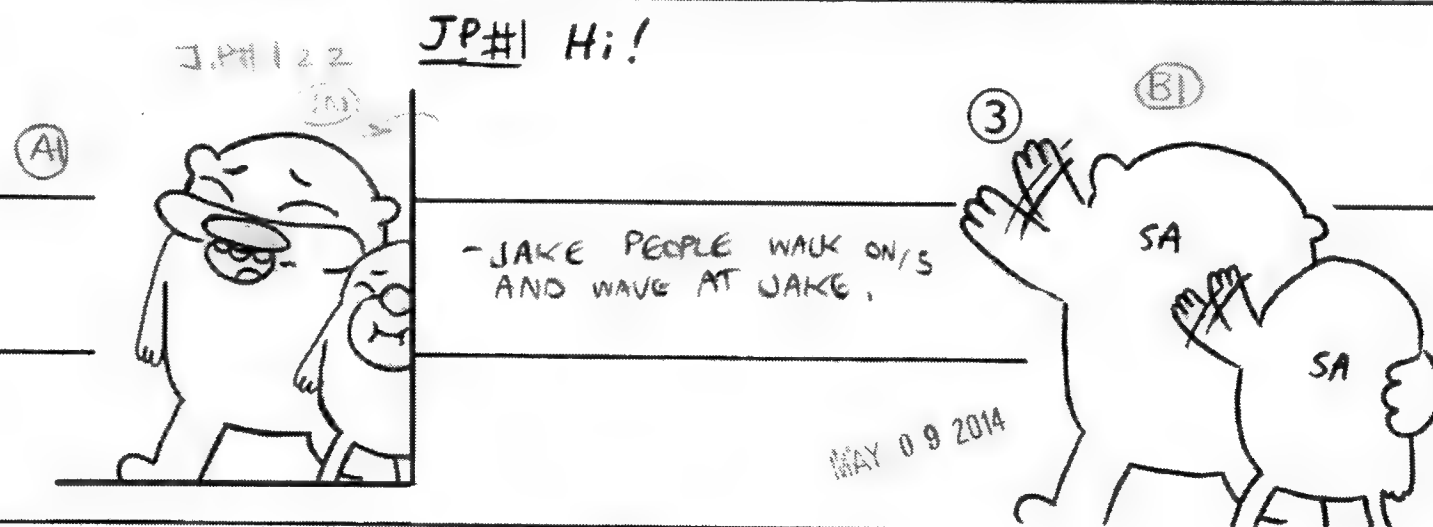
day night



**Dialog:**

**Action:**

**Timing:**

**EPISODE 4**

1025-184

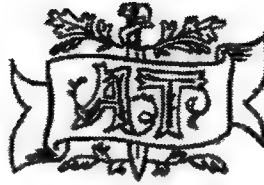
1025/184

**Production :**

1025/184



# ADVENTURE TIME

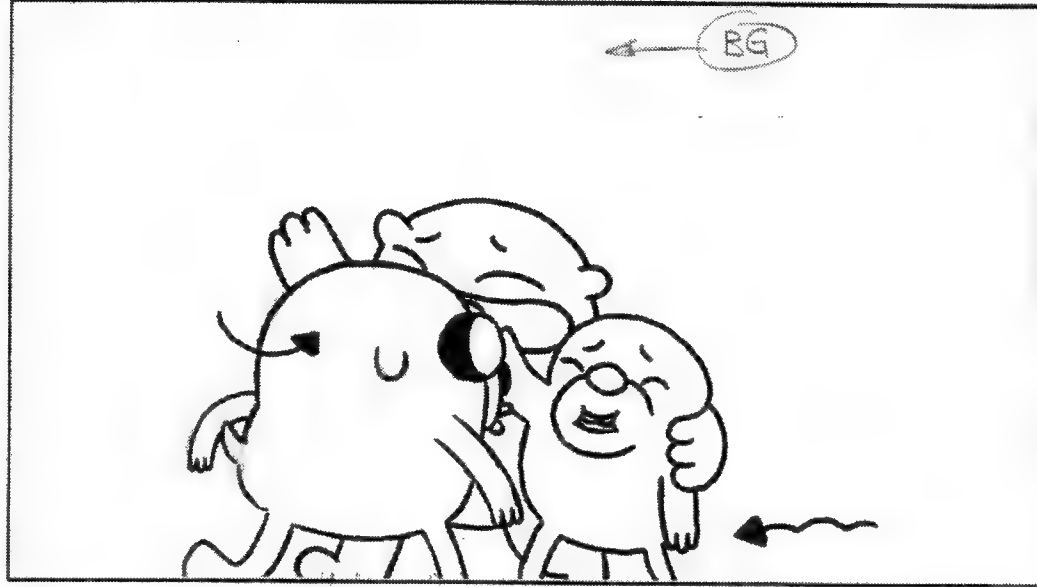


Page **33**

Sc. 23 *cont* Pnl. C

Bg.

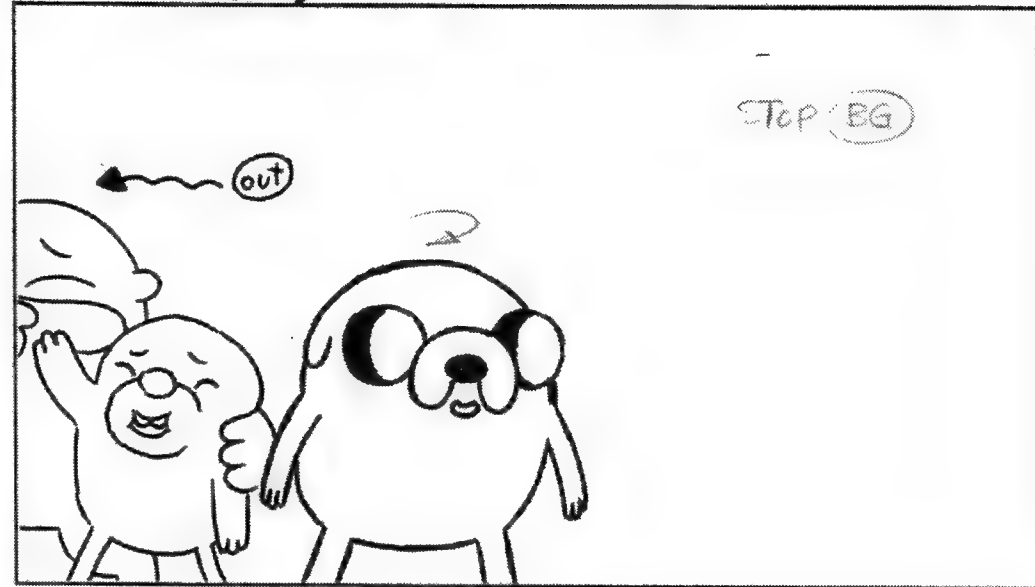
day night



Sc. 23 *cont* Pnl. D

Bg.

day night



Dialog:

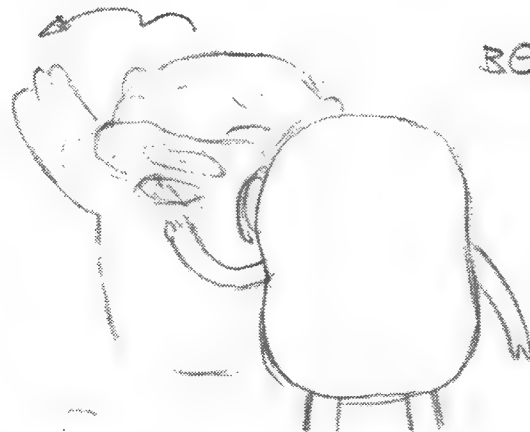
J: Oh uh, hi.

(C)

JAKE PERSON#2: JAKE!  
(c/s)

Action:

Timing:



BG STOP

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Production :

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# ADVENTURE TIME



Ho  
Cut

Page **34**

Sc. 23 **CONT**

Pnl. **E**

Bg.

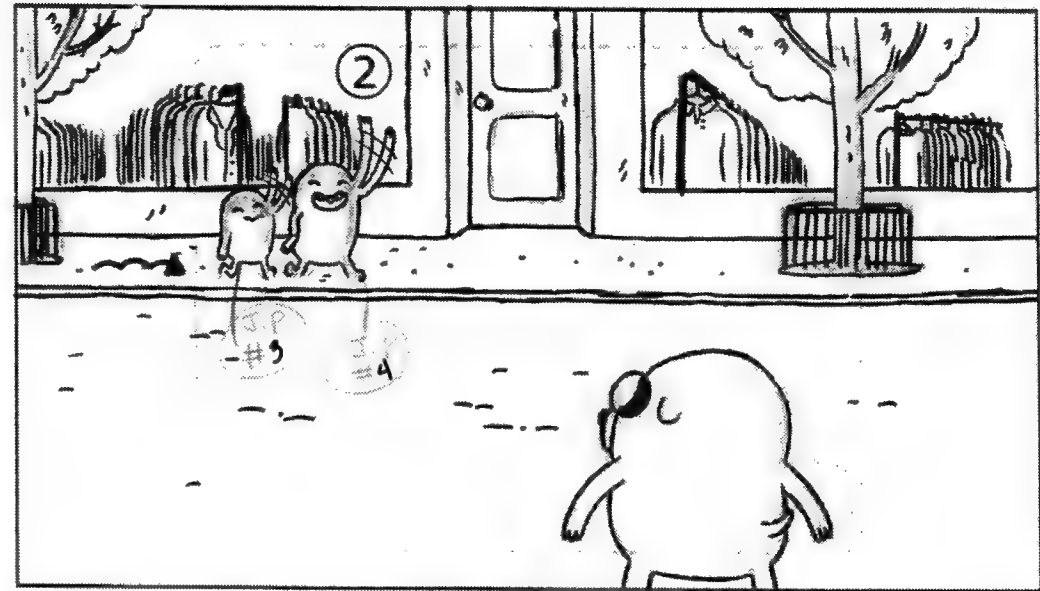
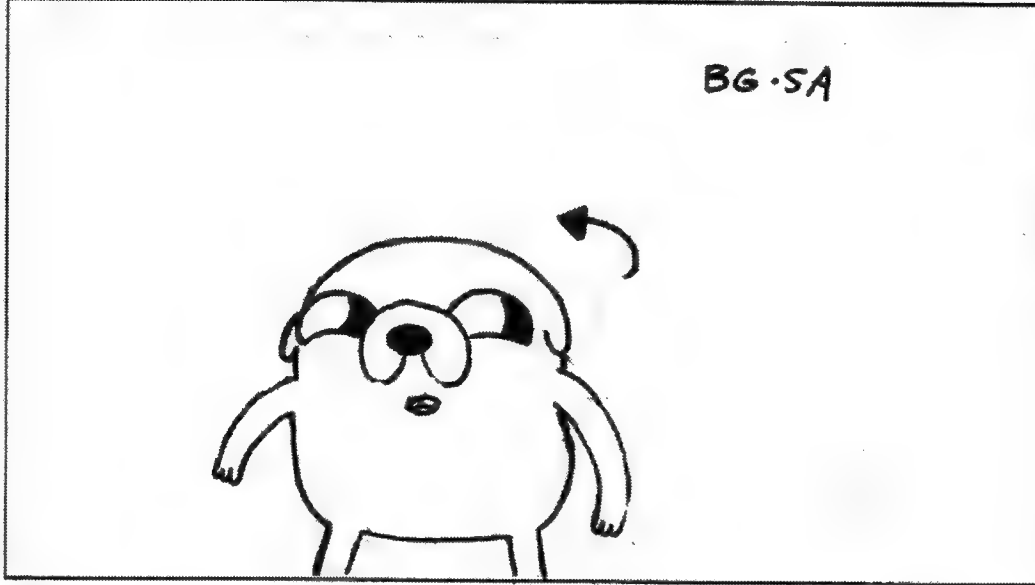
day night

Sc. 24

Pnl. **A**

Bg.

day night



Dialog:

J: Huh?

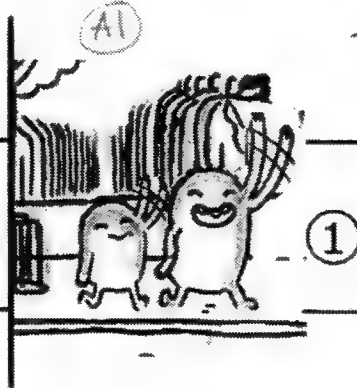
Jake Person#2 How ya doin, JAKE?

Action:

-J. TURNS.

-J. PEOPLE WAVE AT JAKE  
AS THEY WALK.

Timing:



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Production :

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# ADVENTURE TIME

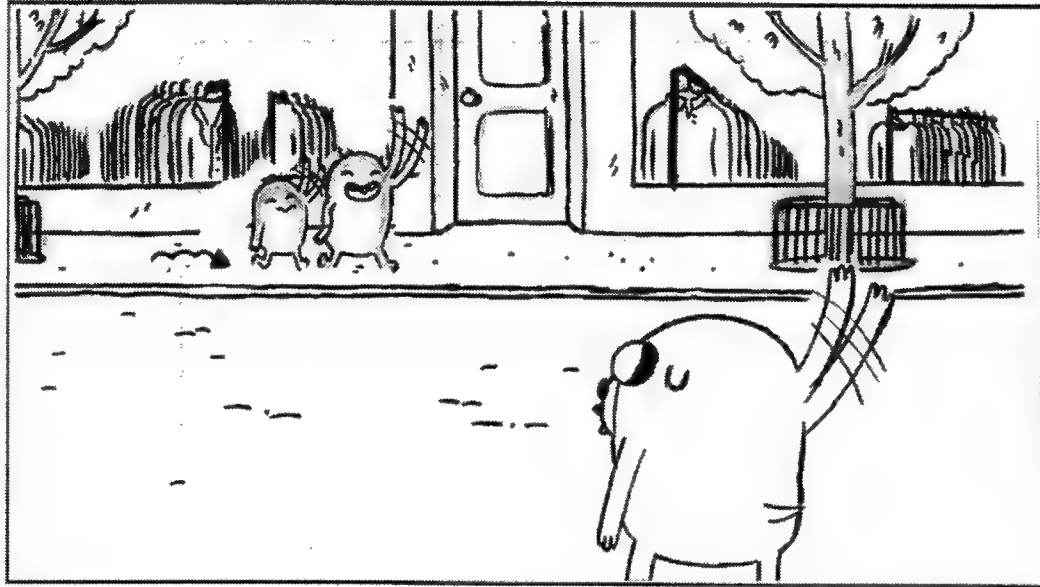


Page 35

Sc. 24 CONT Pnl. B

Bg.

day night



Sc. 24 CONT Pnl. C

Bg.

day night



J.P.#5

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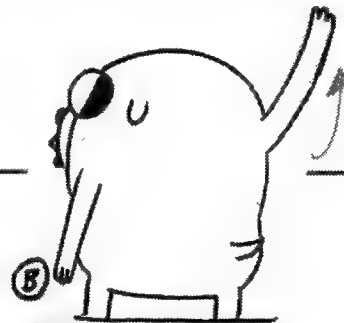
Production :

Dialog:

J. uh ... GOOD, MAN ...  
GOOD ...

Action:

Timing:



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# ADVENTURE TIME



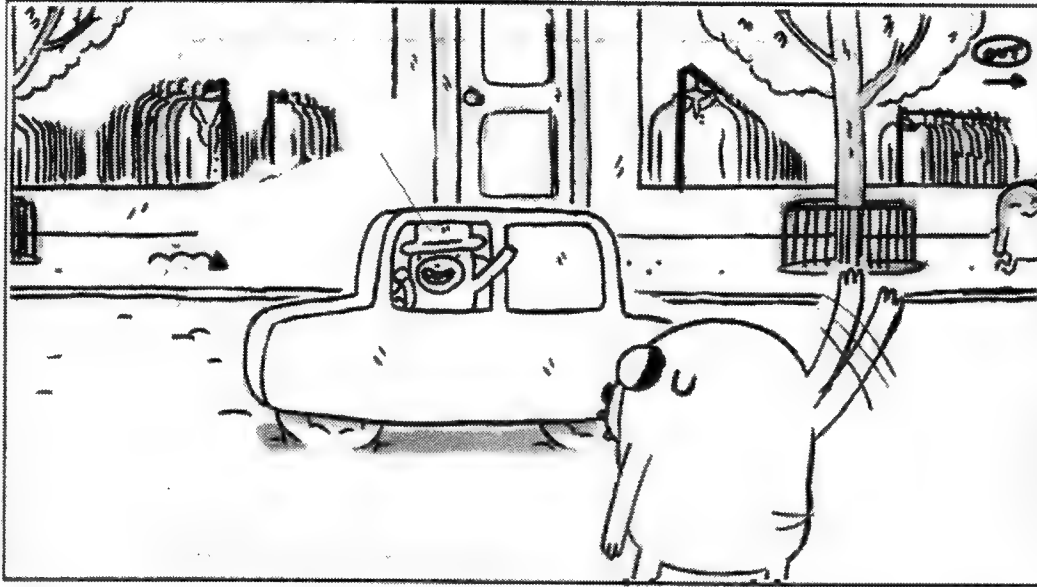
Page 36

Sc. 24 CONT

Pnl. D

Bg.

day night

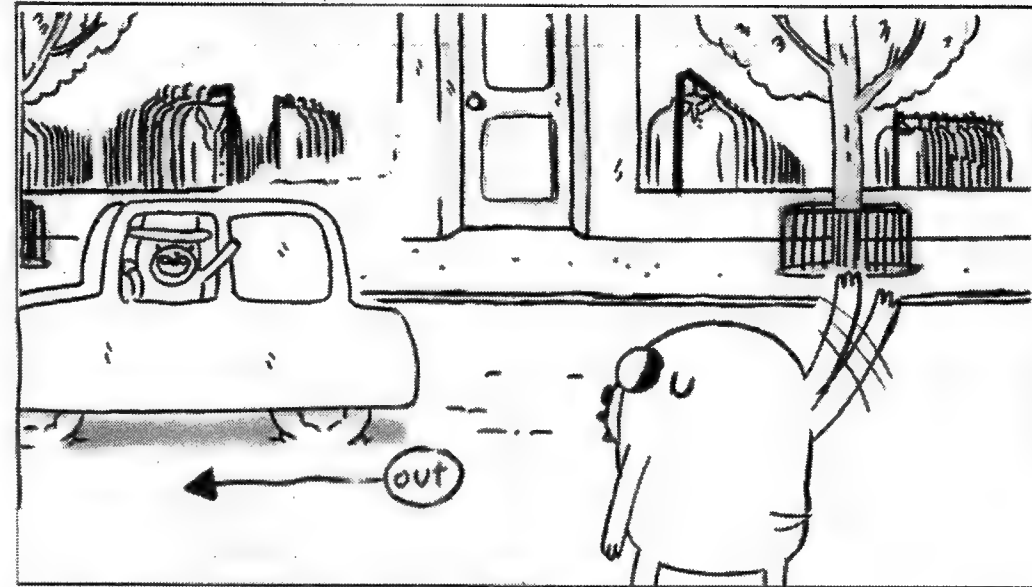


Sc. 24 CONT

Pnl. E

Bg.

day night



Handwritten notes: 'HV' and 'cut'.

1025-184

EPISODE #

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1025/184

Dialog:

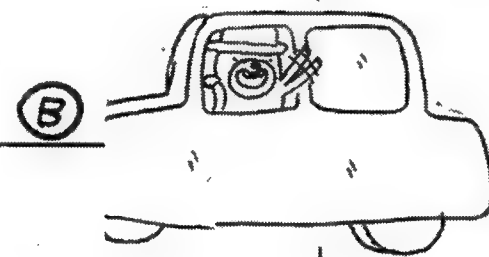
SFX: \*FRRT - FRRT\* (B)

Action:

- Car honks.

- Car is based on car from Candy Streets.

Timing:



MAY 09 2014

Production

1025/184



Ho  
Cut

# ADVENTURE TIME



NO SC'S  
26-28

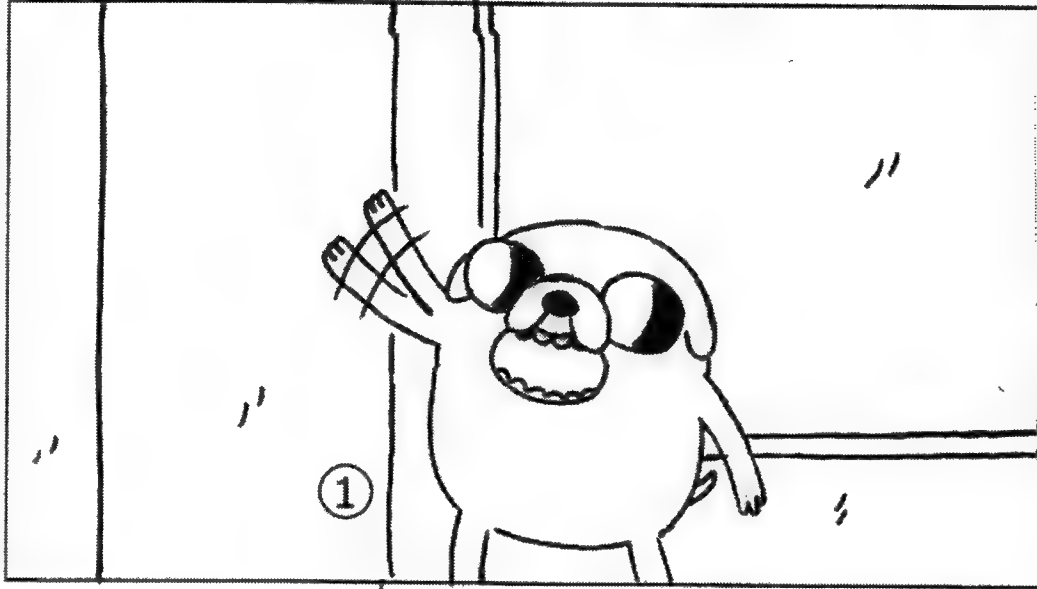
Page **37**  
NO PGS 38-41  
day night

Sc. 25

Pnl. A

Bg.

day night



Sc. **25 CONT**

Pnl. B

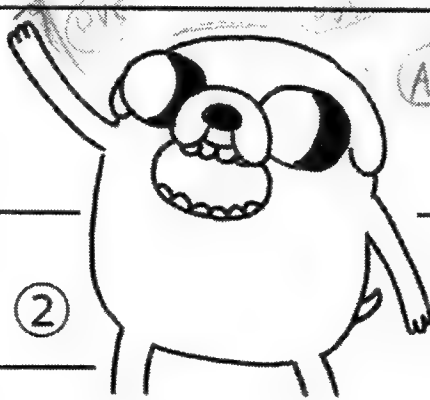
Bg.



Dialog:

J: THIS PLACE  
IS AWESOME, ...

Action:



- J. TURNS AND WALKS

Timing:

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EPISODE #

Production :

Ho  
Cut

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Ho  
Cut

# ADVENTURE TIME



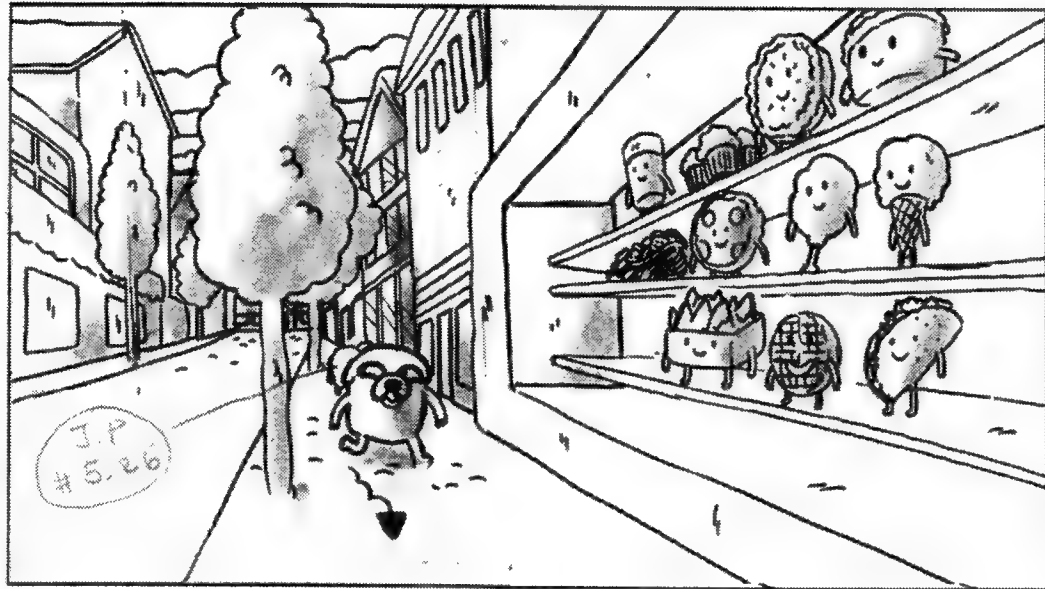
Page 42

Sc. 29

Pnl. A

Bg.

day night

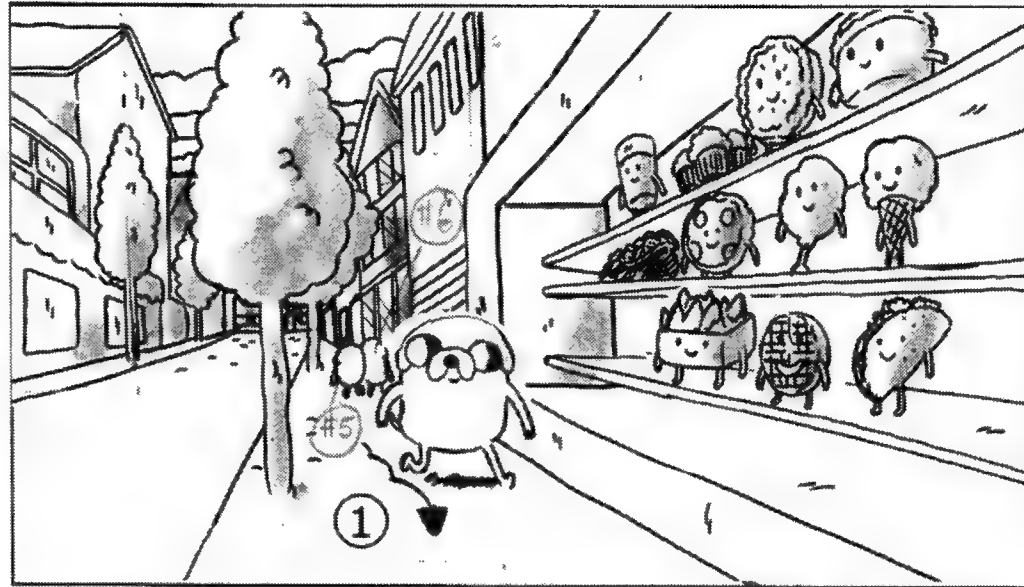


Sc. 29 *cont*

Pnl. B

Bg.

day night



Dialog:

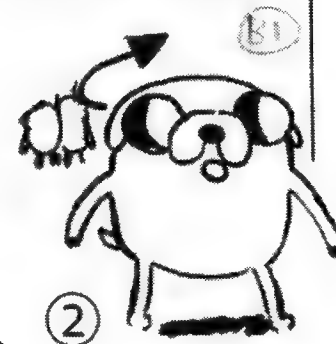
J: ooh!

Action:

-J. WALKS PAST TOY STORE.

-J. STOPS IN FRONT OF WINDOW.

Timing:



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Production :

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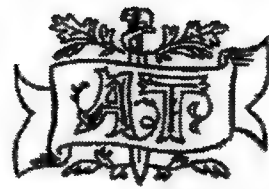
1025/184



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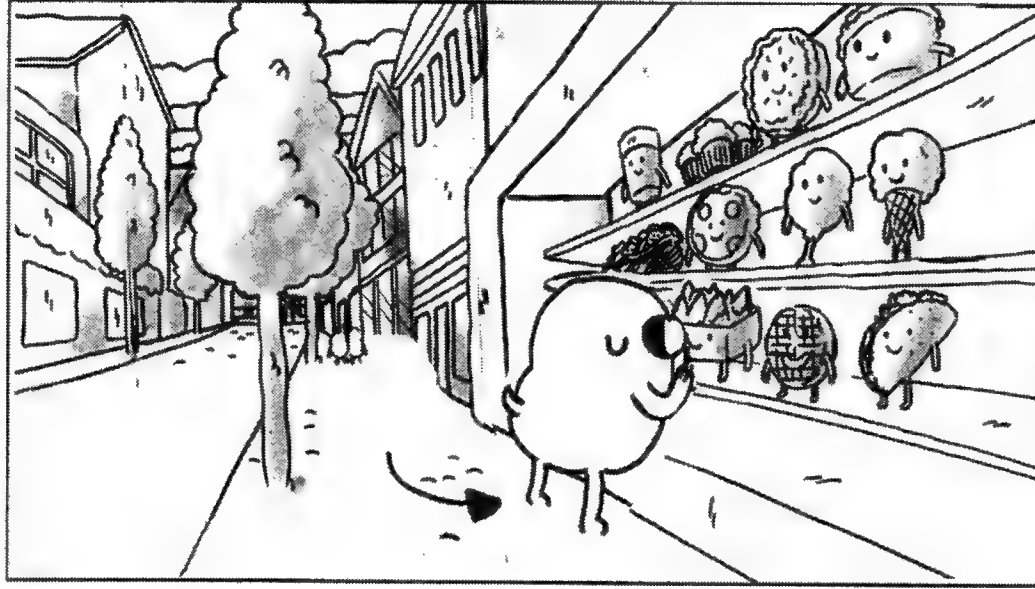
# ADVENTURE TIME



Page **49**

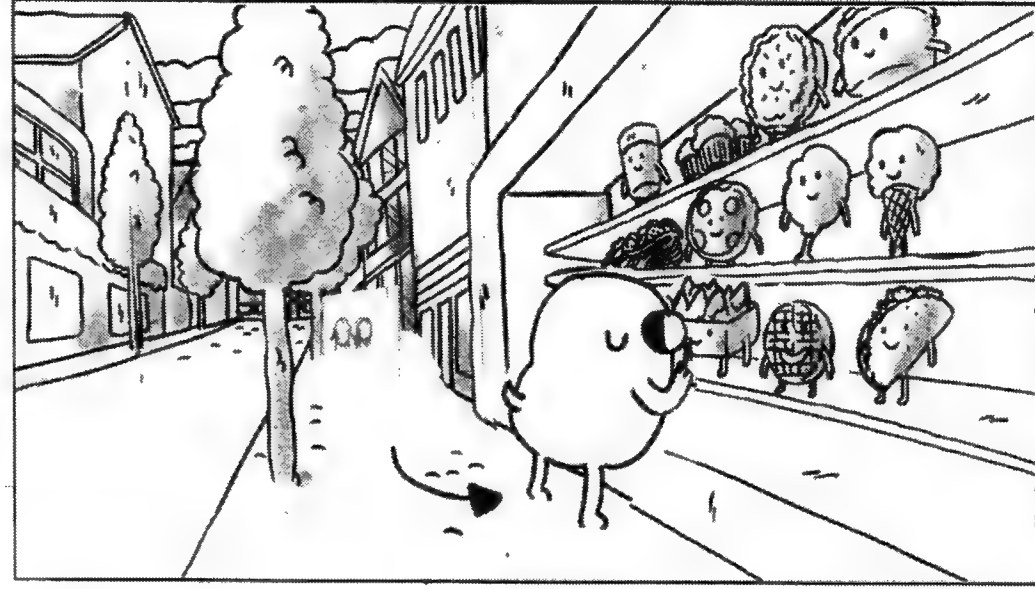
Sc. **29 CONT** Pnl. **C**

Bg. day night



Sc. **29 CONT** Pnl. **D**

Bg. day night



Dialog:	
Action:	
Timing:	

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*Hu*  
*Cut*

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Production :

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Handwritten: *Cont*

# ADVENTURE TIME

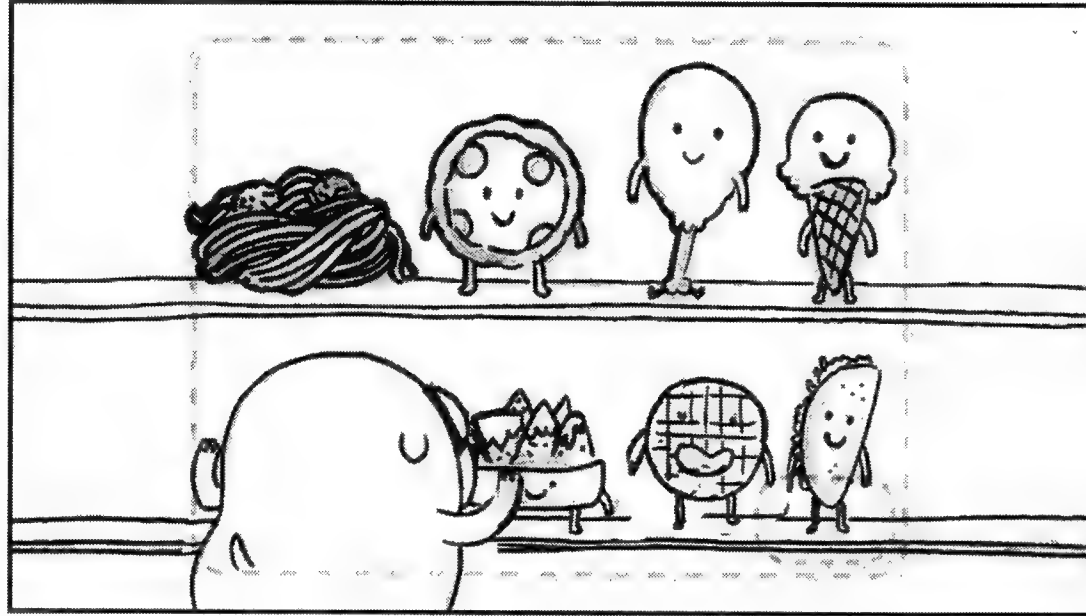


Sc. 30

Pnl. A

Bg.

day night

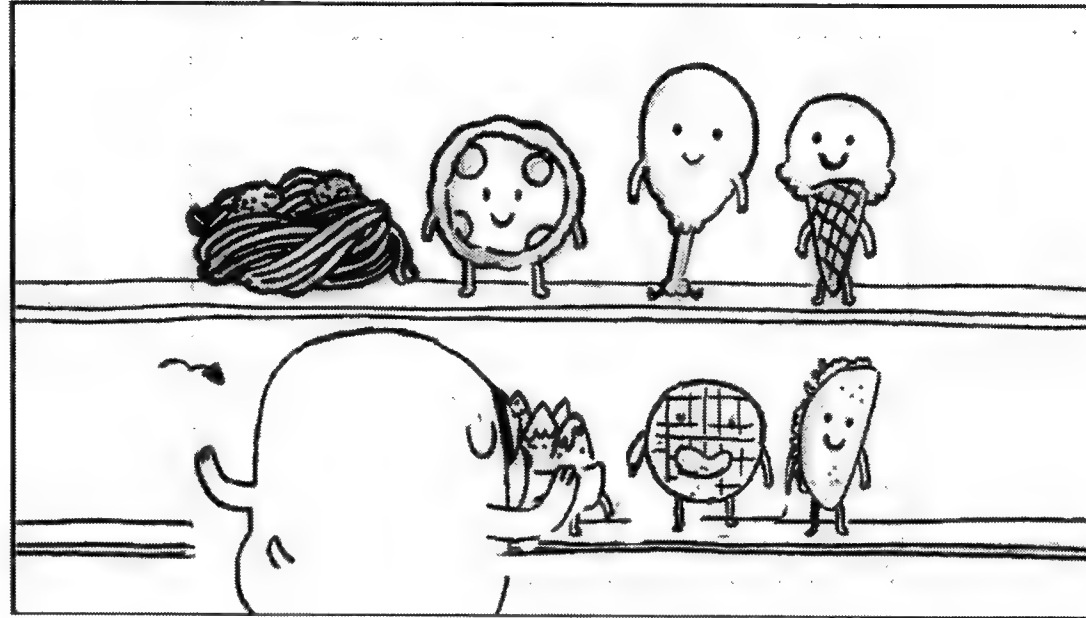


Sc. 30 *CONT*

Pnl. B

Bg.

day night



Dialog:

J: cool dolls

J: they look like the "rare antique" kind

Action:

Timing:

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1025/184

Production:

1025/184



# ADVENTURE TIME

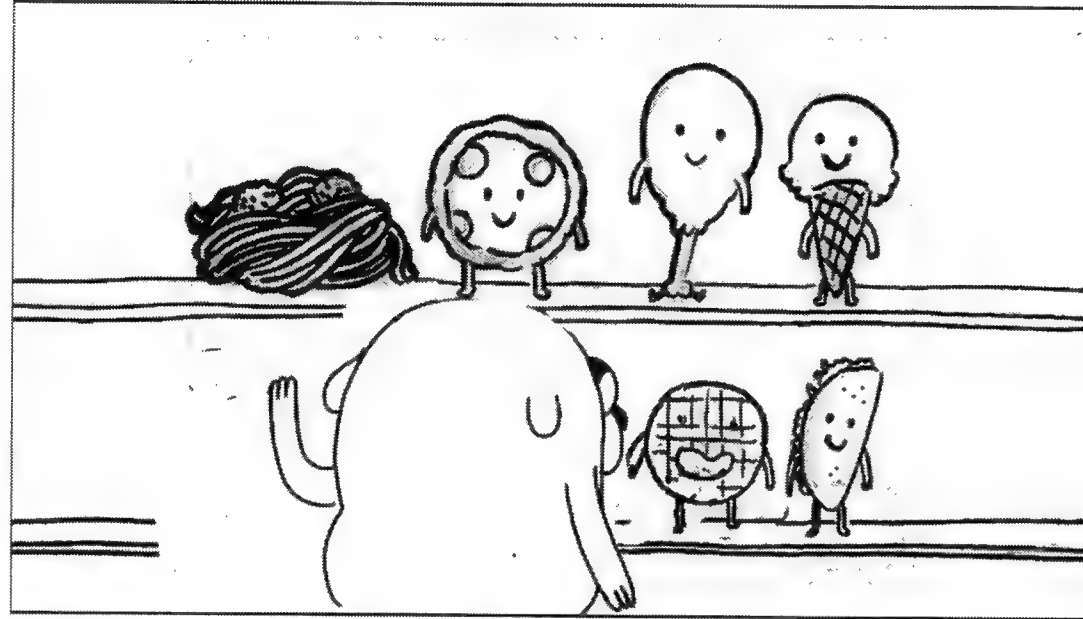


Page 45  
45A NEXT  
day night

Sc. 30 *CONT* Pnl. C

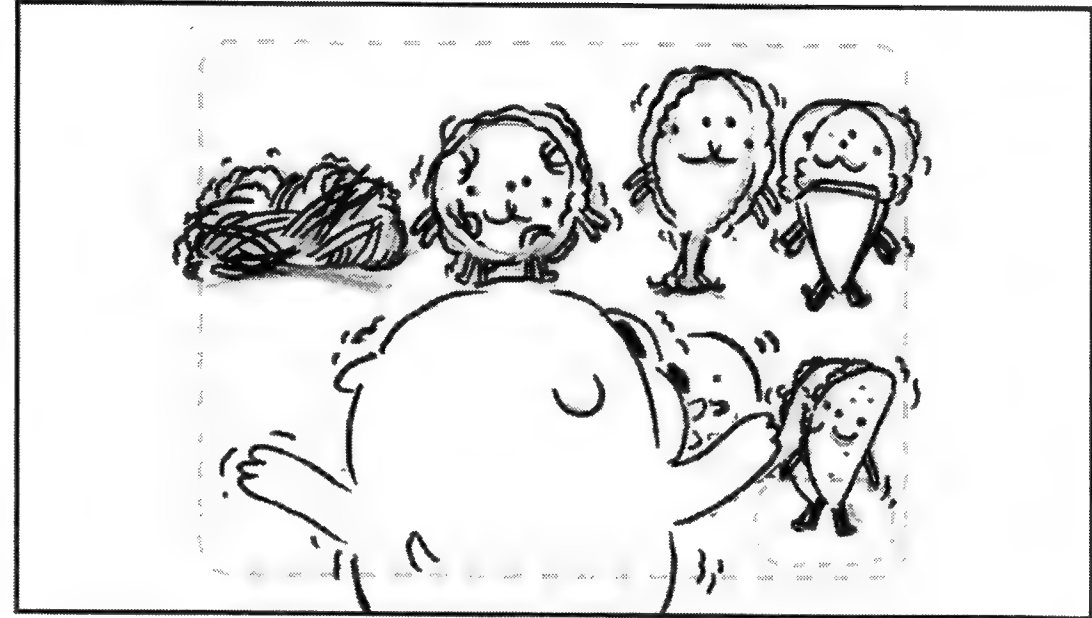
Bg.

day night



Sc. 30 *CONT* Pnl. D

Bg.



Dialog:

Action:

Timing:



J: hmm, I wonder what my kids are going to have for dinner...maybe, pizza

sfx: \*shaking\*

huge tremor

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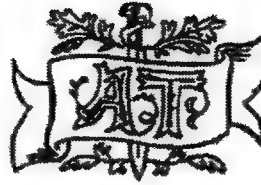
1025/184

Production:

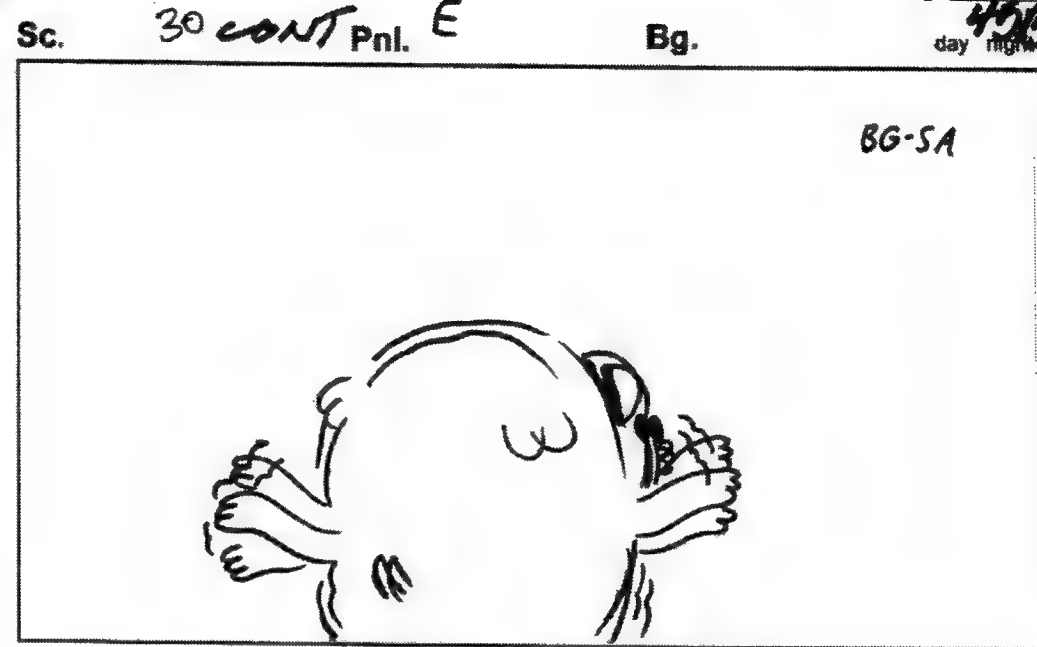
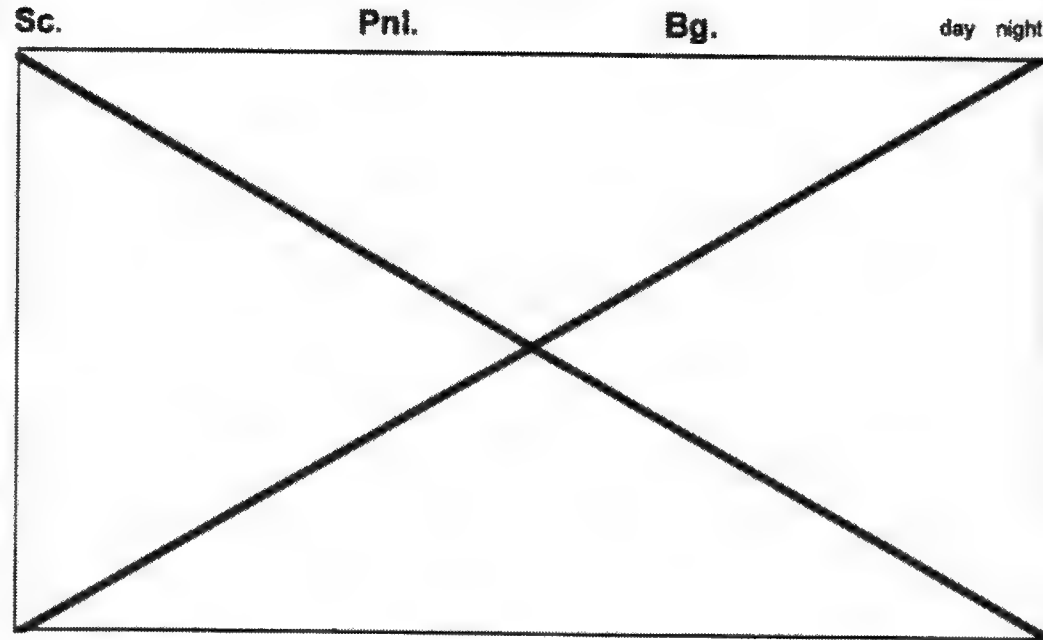
1025/184



# ADVENTURE TIME



Page 45 A  
45 NEXT  
 day night



Dialog:
Action:
Timing:

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 Production :

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1025/184



# ADVENTURE TIME



Page 45B  
day night

Sc. 30 *CONT*

Pnl. F

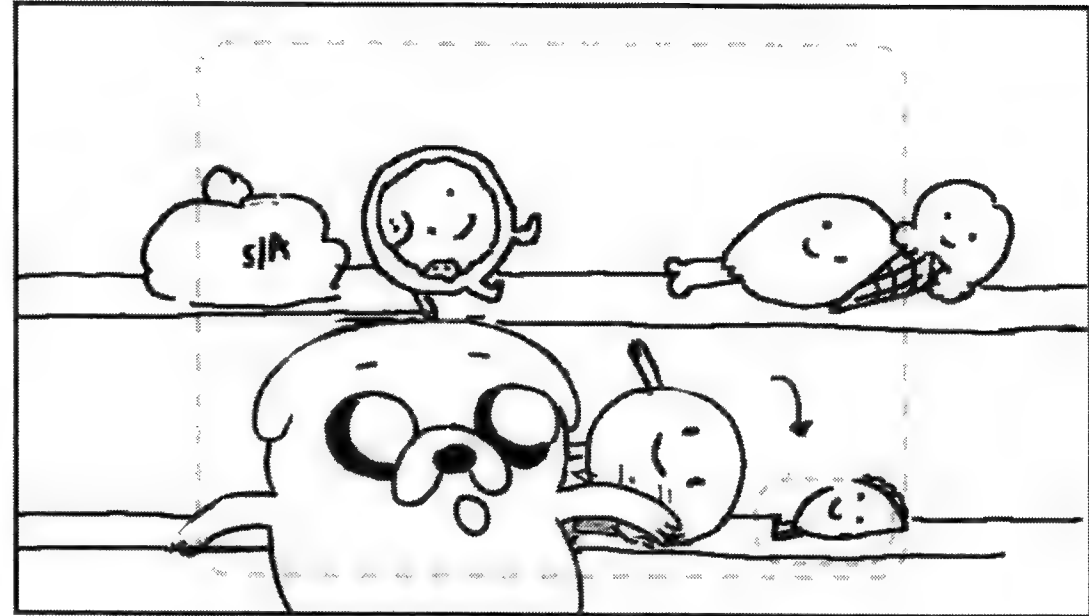
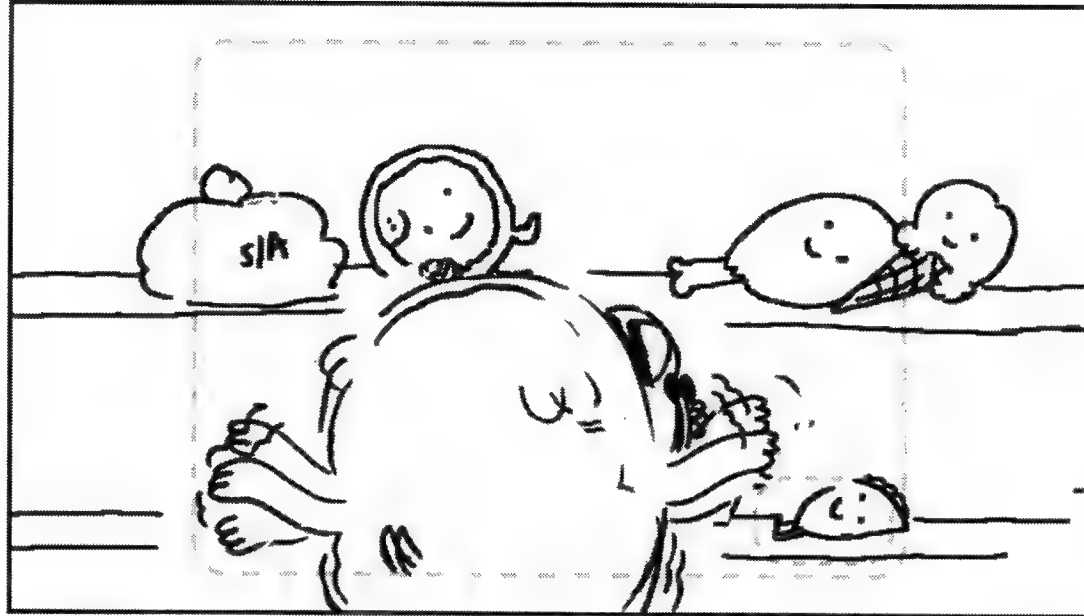
Bg.

day night

Sc. 30 *CONT*

Pnl. G

Bg.



Dialog:

J: whoa!  
sfx: \* skshh\*

Action:

food dolls fall down

Timing:

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Production:

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1025/184



Ho  
Cut

# ADVENTURE TIME



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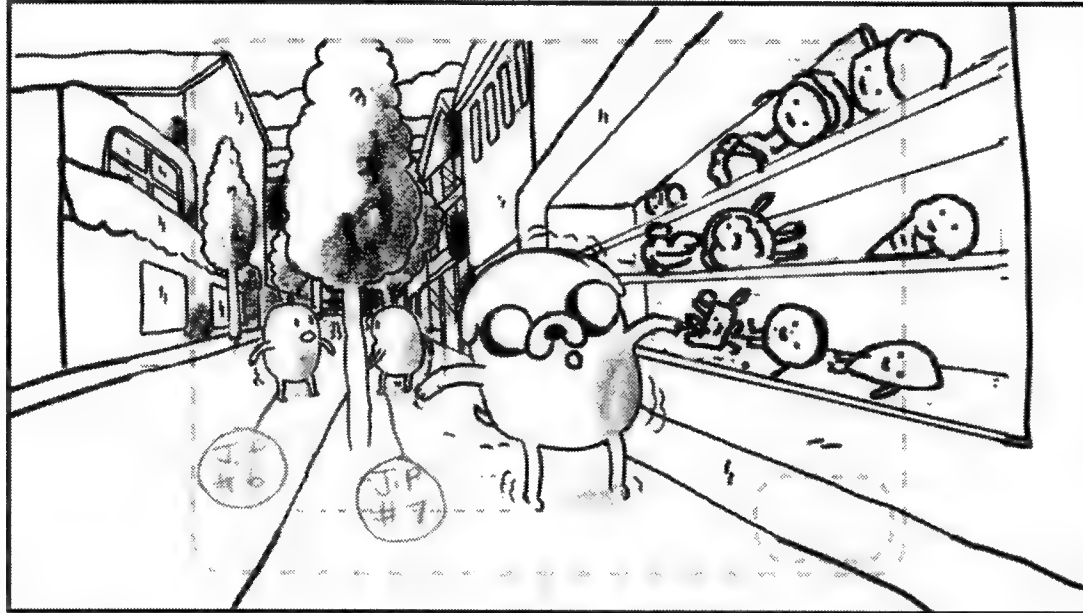
Ho  
Cut

Sc. 31

Pnl. A

Bg.

day night

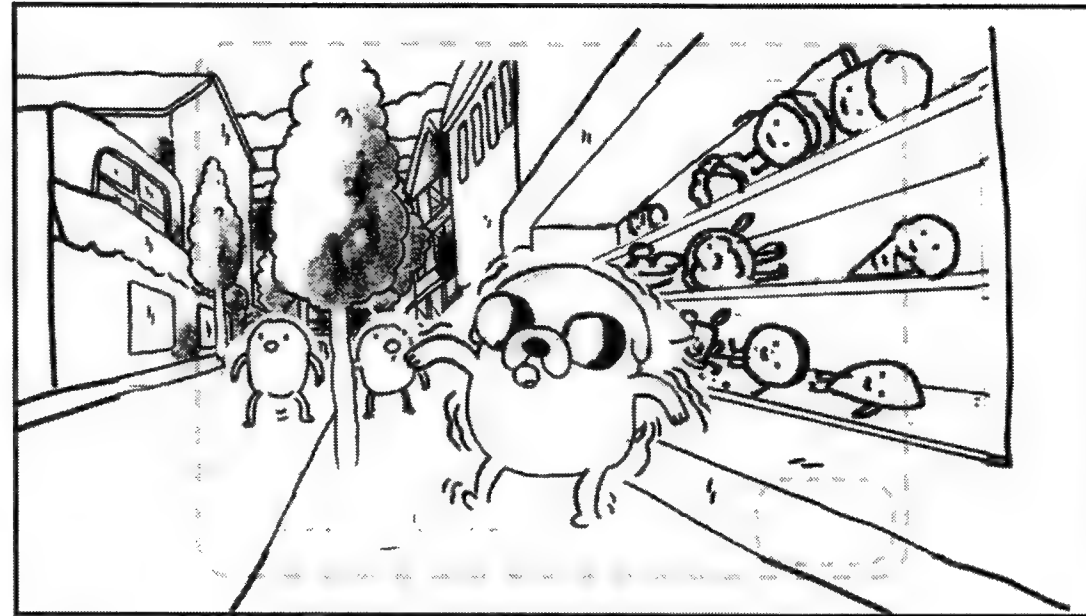


Sc. 31 *CONT*

Pnl. B

Bg.

day night



Dialog:

J: whoaaa!

Action:

J people wobbling in place

shaking



Timing:

JULY 09 2014

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Production:

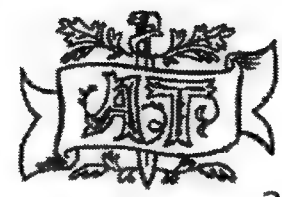
1025/184

1025/184



Ho  
Cont

# ADVENTURE TIME



Page **47**

Ho  
Cont

1025/184

Sc. **32** Pnl. **A** Bg. day night



Sc. **32 CONT** Pnl. **B** Bg. day night



Dialog:

↓: SOME KINDA ... JAKE-QUAKE?

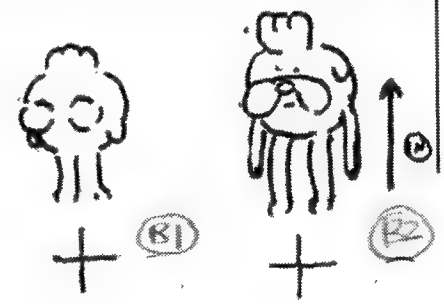
Action:

(A1)



Timing:

truck out to reveal goose  
-goose rises out of the ground behind jake



MAY 09 2014

EPISODE #

1025-184

1025/184

Production :

1025/184

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1025/184

# ADVENTURE TIME



Page

48

Sc.

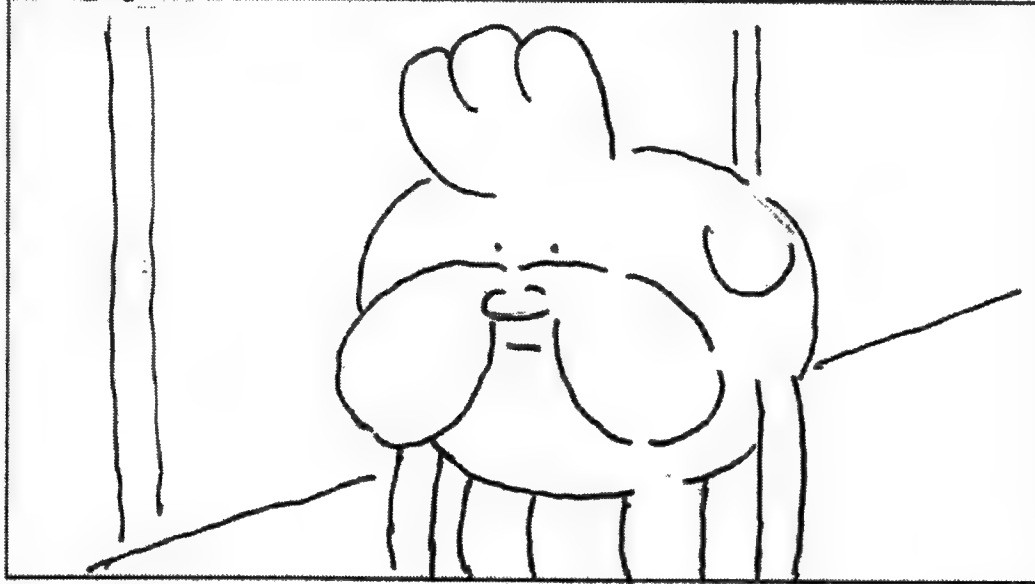
33

Pnl.

A

Bg.

day night



Sc.

33 CONT

Pnl.

B

Bg.

day night



Dialog:

GOOSE: EH?

Action:

- G. SEES JAKE

Timing:

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1025-184

Production :

1025/184

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# ADVENTURE TIME



Cut

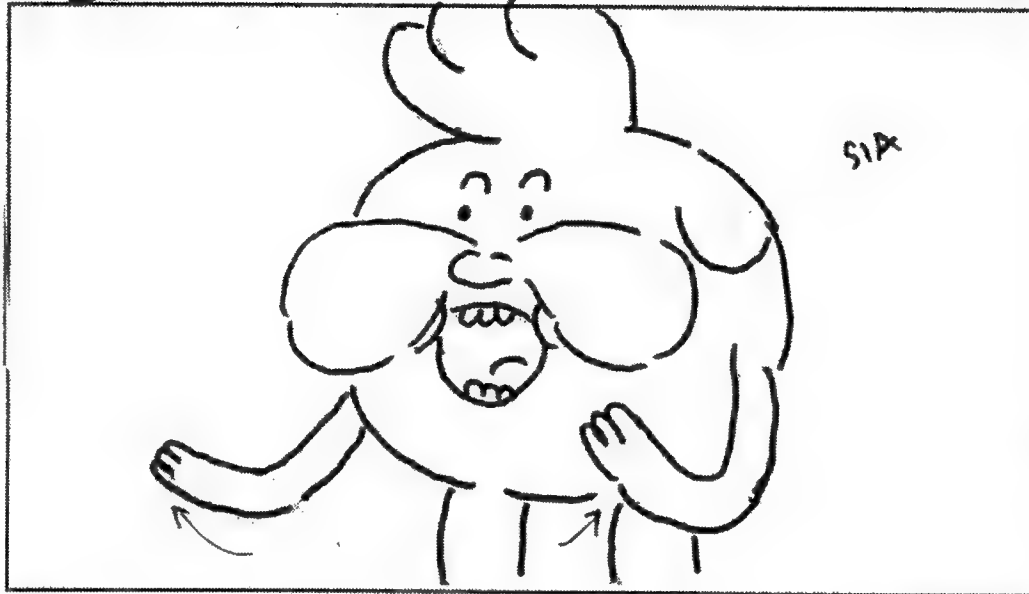
Page

49

Sc. 33 CONT Pnl. C

Bg.

day night

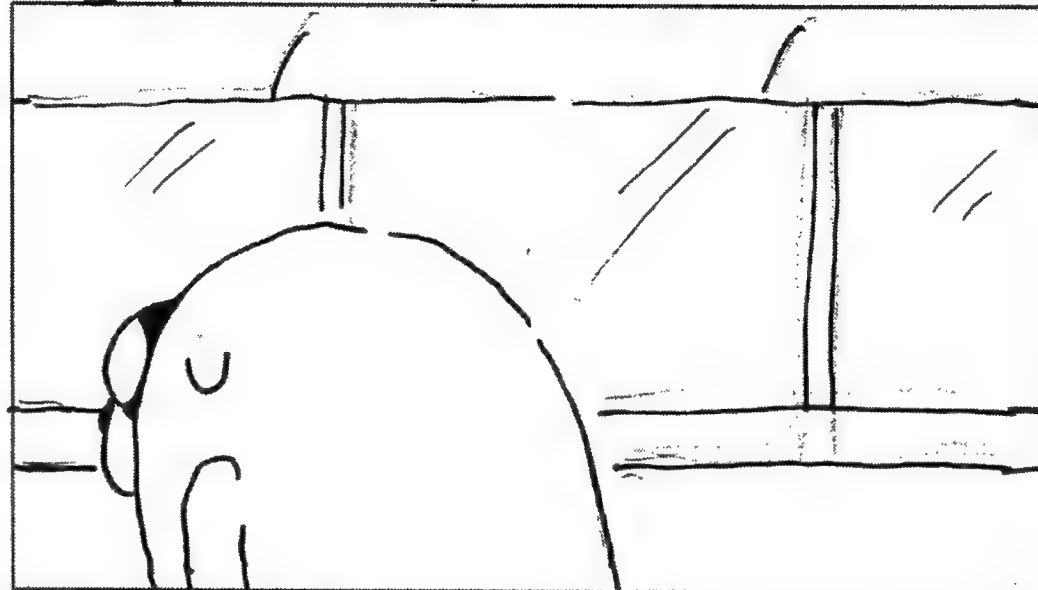


Sc. 34

Pnl. A

Bg.

day night



EPISODE # 1025-184

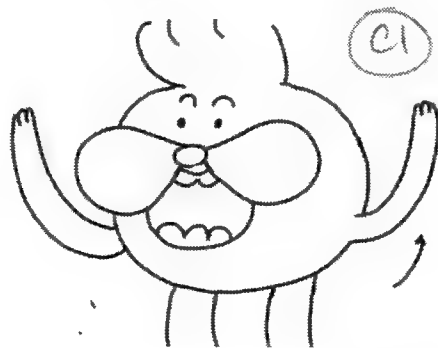
1025/184

Dialog:

G : IS THAT JAKE ?

Action:

Timing:



- JAKE TURNS AROUND



MAY 09 2014



1025/184



1025/184

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# ADVENTURE TIME

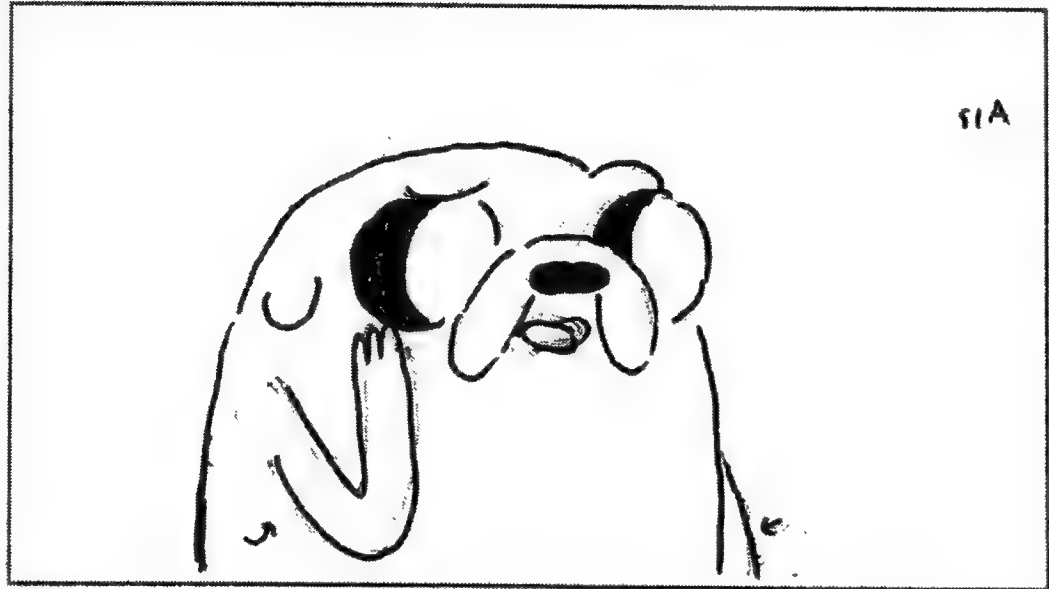


Page **50**  
**30A NEXT**  
day night

Sc. **34 CONT** Pnl. **B**

Bg.

day night



Sc. **35**

Pnl. **A**

Bg.



Dialog:  
**J:** HEY ... THERE ... UM..

**G:** C'mon man! it's goose!

Action:

Timing:



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# ADVENTURE TIME



Sc. 35 *CONT*

Pnl. B

Bg.

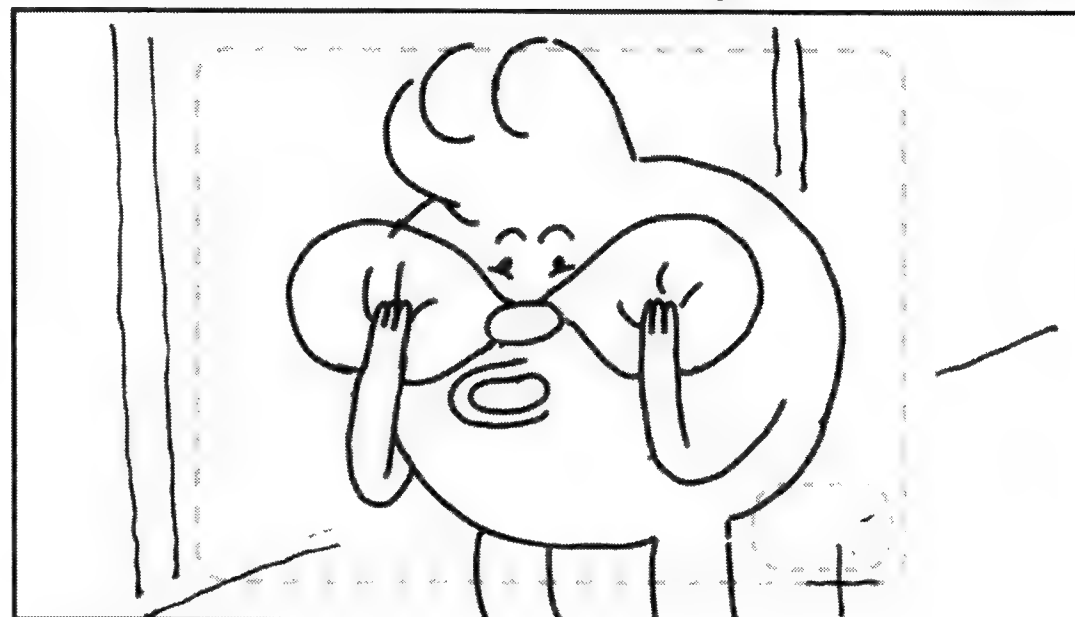
day night



Sc. 35 *CONT*

Pnl. C

Bg.



Page 50A

*57 NEXT*  
day night

*Cut*

EPISODE # 1025-184

1025/184

Production:

Dialog:

G: you're best friend, Goose!!

Action:

Timing:

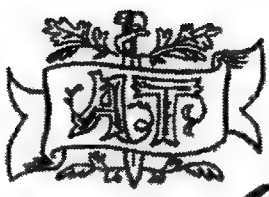
MAY 09 2014

1025/184



Cut

# ADVENTURE TIME



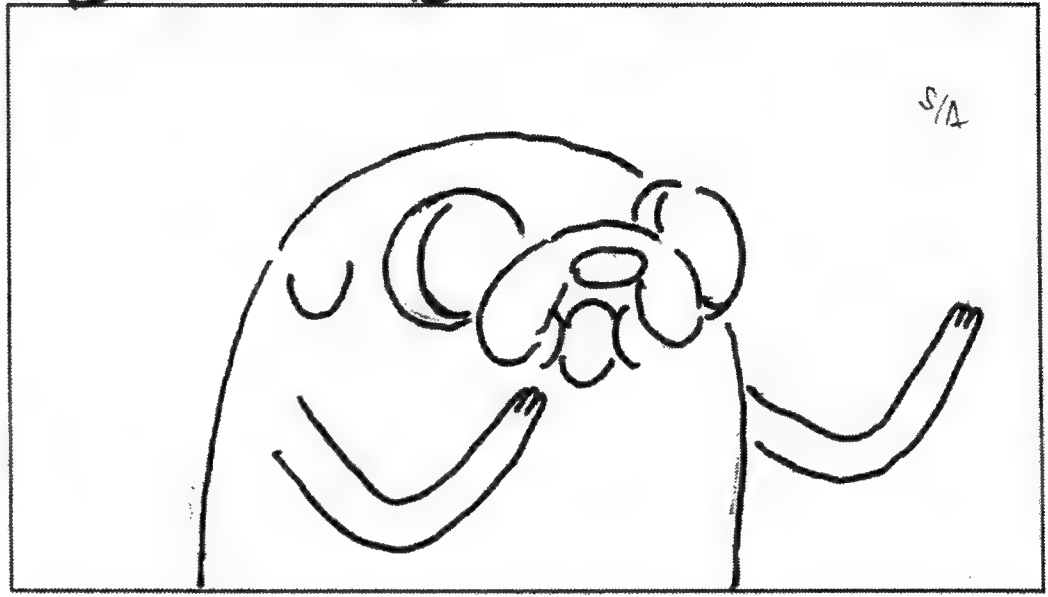
Page 51

170 cut

Sc. 36 Pnl. A Bg. day night



Sc. 36 cont Pnl. B Bg. day night



Dialog:	I: OH, UH... <u>OF</u> <u>COURSE</u> —		I: <u>GOOSE</u> !
Action:			
Timing:			
MAY 09 2014			

EPISODE #

Production :

1025-184

1025/184

1025/184

1025/184

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# ADVENTURE TIME



Page **52**

*Handwritten:* H Cut

EPISODE # 1025-184

Production :

1025/184

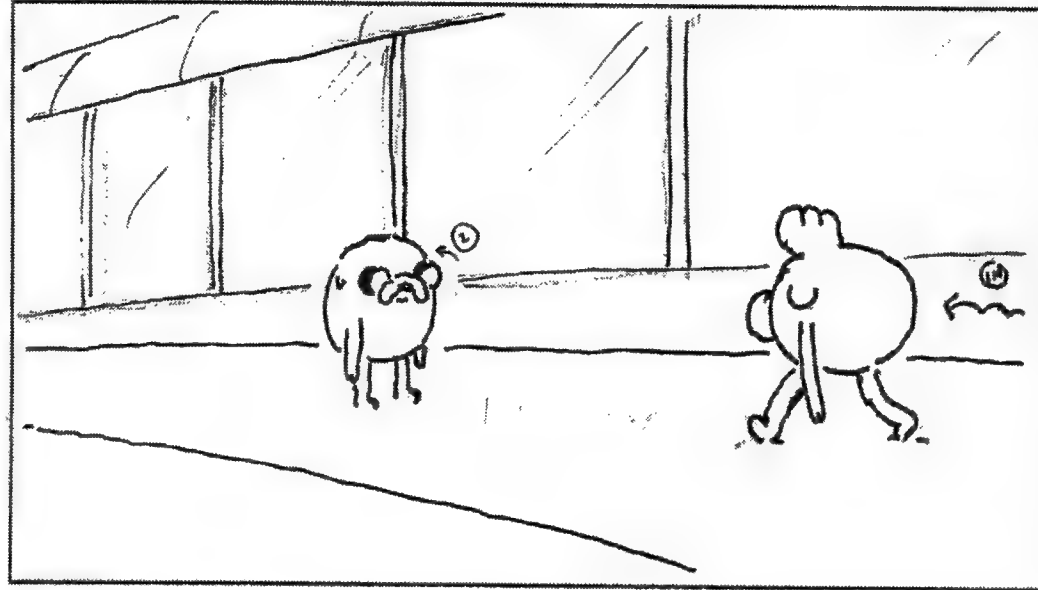
1025/184

Sc. **37**

Pnl. **A**

Bg.

day night

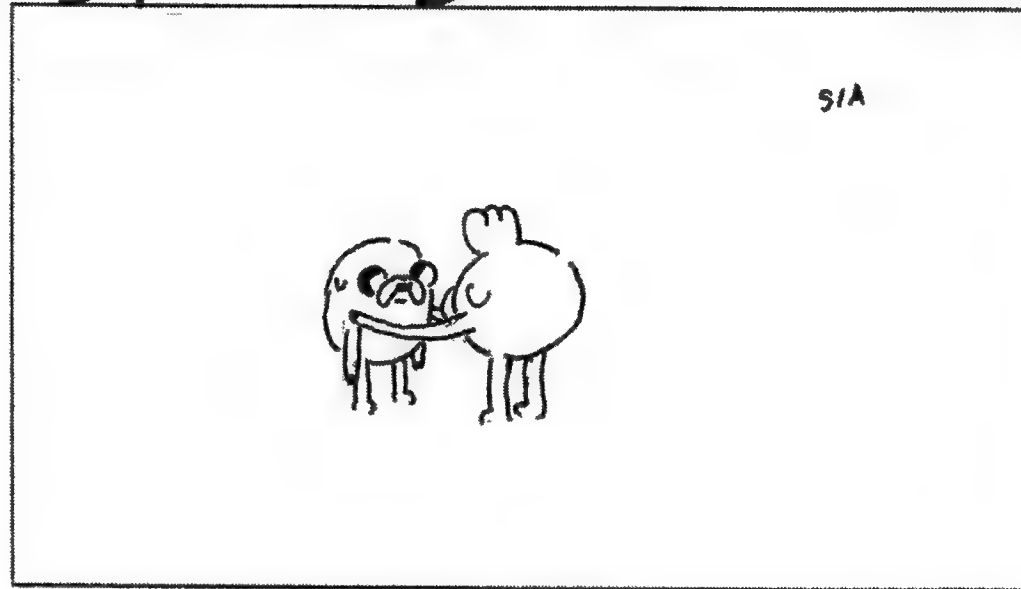


Sc. **37 CONT**

Pnl. **B**

Bg.

day night



Dialog:

G: OH H JAKE JAKE JAKE JAKE JAKE  
you big goof!

G: HOW LONG'S IT BEEN. 2...3 YEARS?

Action:

- GOOSE WALKS ONIS UP TO JAKE

- GOOSE PUTS HIS HANDS ON JAKE'S SHOULDER

Timing:



MAY 09 2014



1025/184

# ADVENTURE TIME



Page **53**

*Hu  
cut*

Sc. **38**

Pnl. **A**

Bg.

day night



Sc. **38 cont** Pnl. **B**

Bg.

day night



EPISODE# 1025-184

1025/184

Dialog:

J : LET'S SEE...  
UH... ONE, TWO, UM --

J : (MATTER-OF-FACT)  
I'VE NEVER BEEN HERE.

Action:

-J COUNTS HIS FINGERS

Timing:

①



MAY 09 2011

Production :

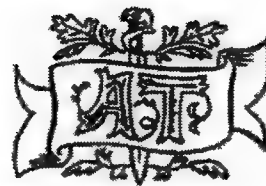
1025/184

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HW  
CUT

# ADVENTURE TIME



Page **54**

Sc. **39**

Pnl. **A**

Bg.

day night



Sc. **39 CONT** Pnl. **B**

Bg.

day night



Dialog:

G: HA HA HA HA

Action:

- GOOSE BUSTS OUT LAUGHING.

Timing:

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1025/184

Production :

1025/184

1025/184



1025/184

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# ADVENTURE TIME



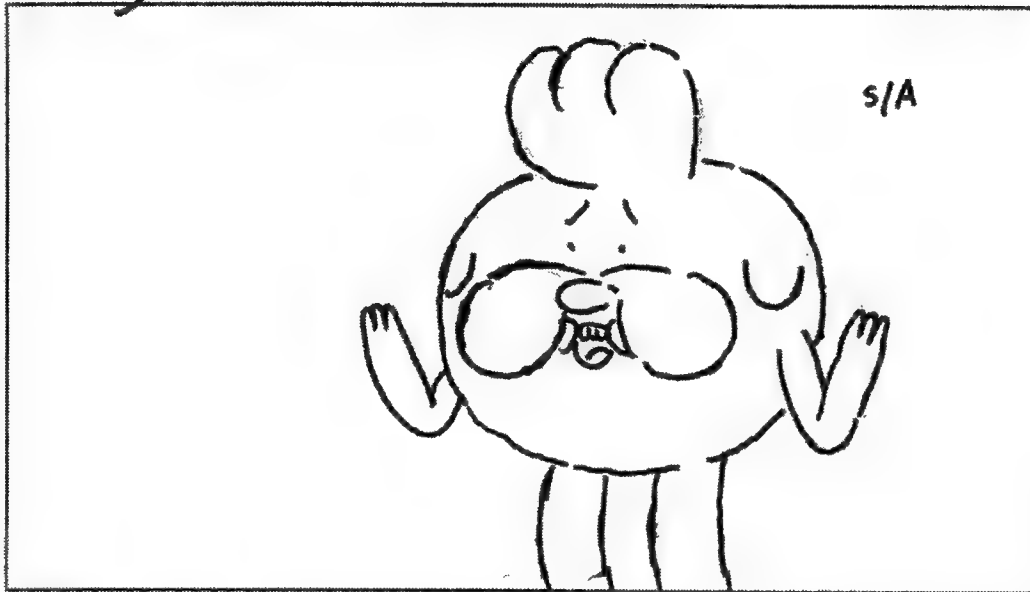
Page 55

Ho  
Cut

Sc. 39 CONT Pnl. C

Bg.

day night

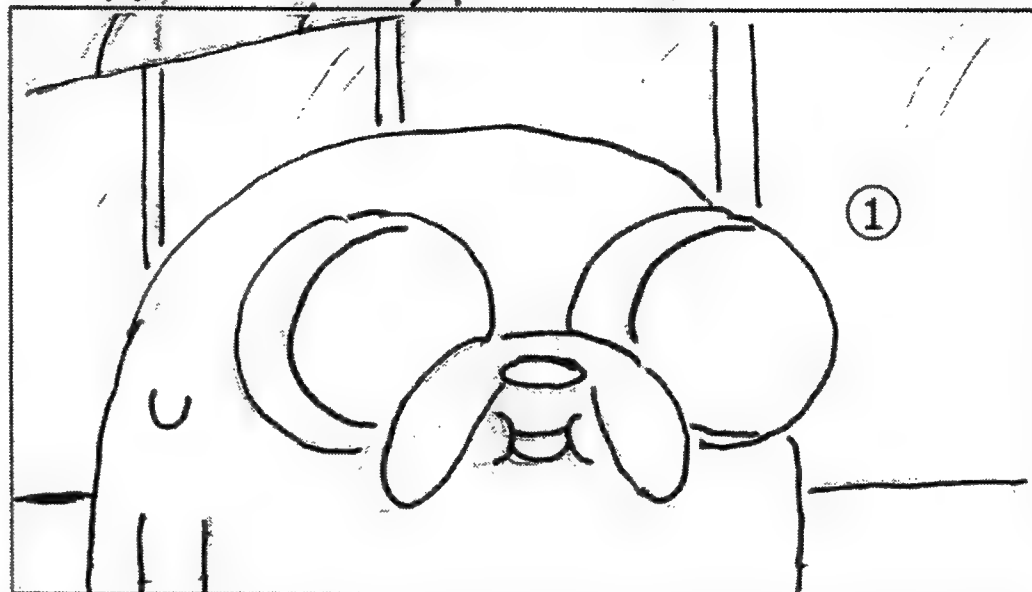


Sc. 40

Pnl. A

Bg.

day night



Dialog:

G: "I've never been here" you still got it jake

J: HEH HEH

Action:

Timing:



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Production :

1025/184

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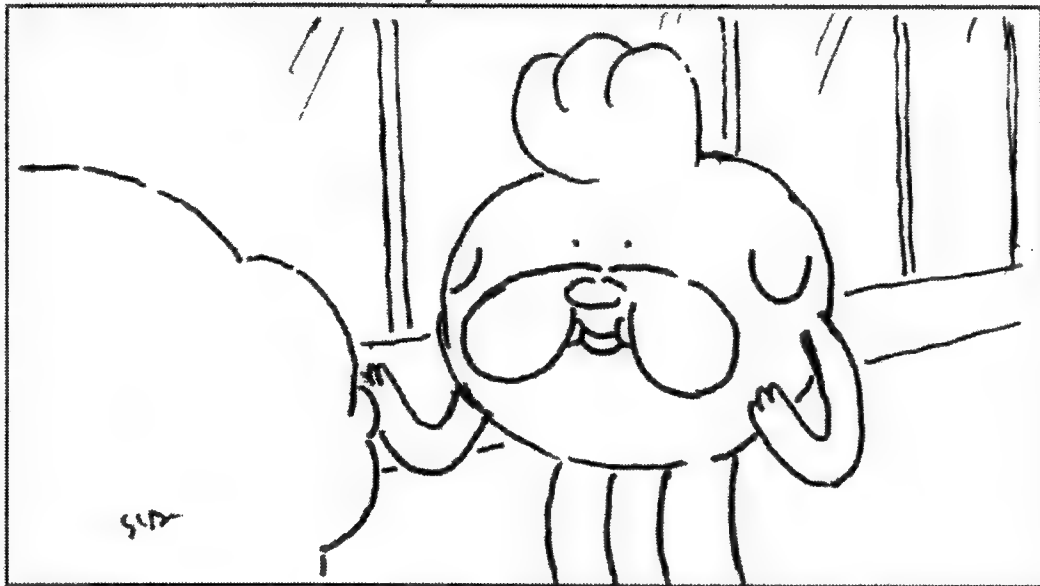
Page 56

Sc. 41

Pnl. A

Bg.

day night



Sc. 41 CONT

Pnl. B

Bg.

day night



Dialog:

G. C'MON -

G: LET'S LET YOU HOME ...

Action:

- GOOSE PUTS HIS ARMS ON J'S SHOULDERS

Timing:



MAY 09 2014

EPISODE # 1025-184

1025/184

Production :

1025/184



# ADVENTURE TIME



Ho  
Cut

Page **57**

Sc. **41 CONT** Pnl. **C**

Bg.

day night

Sc. **42**

Pnl. **A**

Bg.

day night

Cut



EPISODE # **1025-184**

1025/184

Production :

Dialog:

G : EVERYBODY'S WAITIN FOR YA  
AT THE PARTY !

J : eh, PARTY ?

Action:

Timing:

MAY 09 2014

1025/184

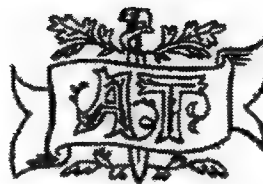
1025/184

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Cut

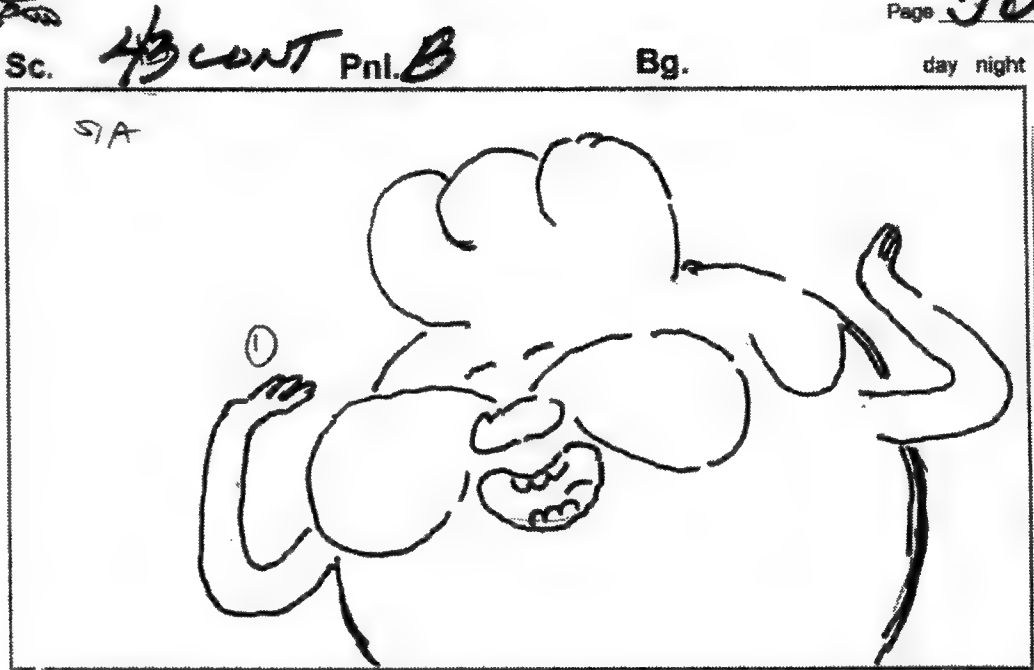
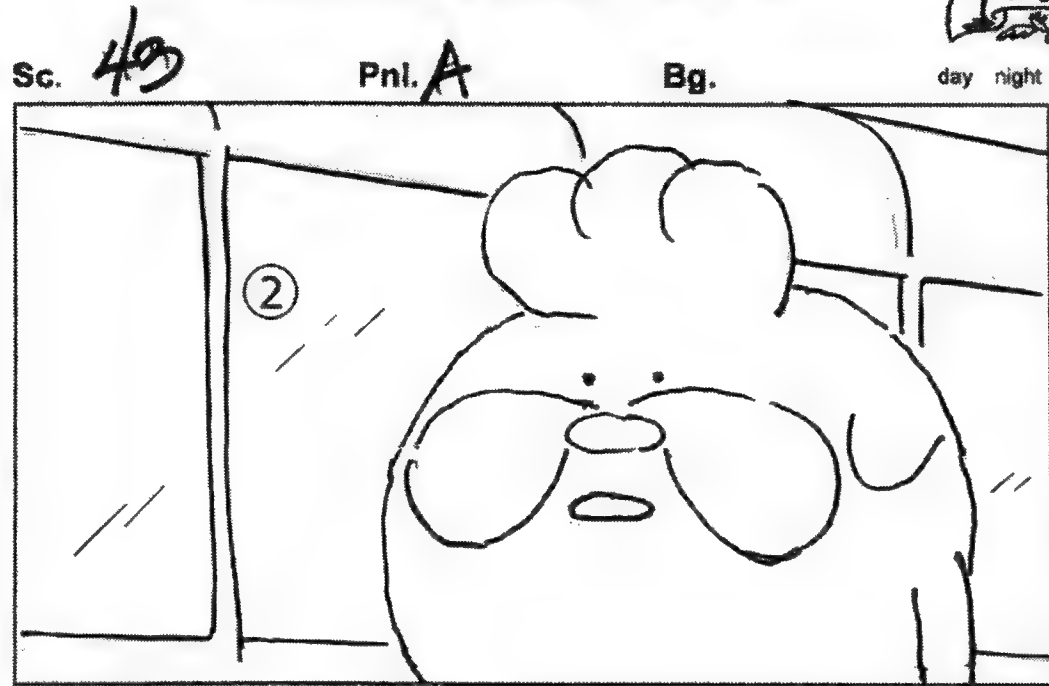
# ADVENTURE TIME





Page **58**

Cut  
w/wipe  
post

1025/184



Dialog:	<u>G</u> : NO.	<u>G</u> : PAR-TAAAAAY
Action:		
Timing:		

- G RAISES "THE ROOF"  
② ① ② ① ③ ① ② ①

MAY 09 2014

CLOCK  
WIPE

1025-184

1025/184

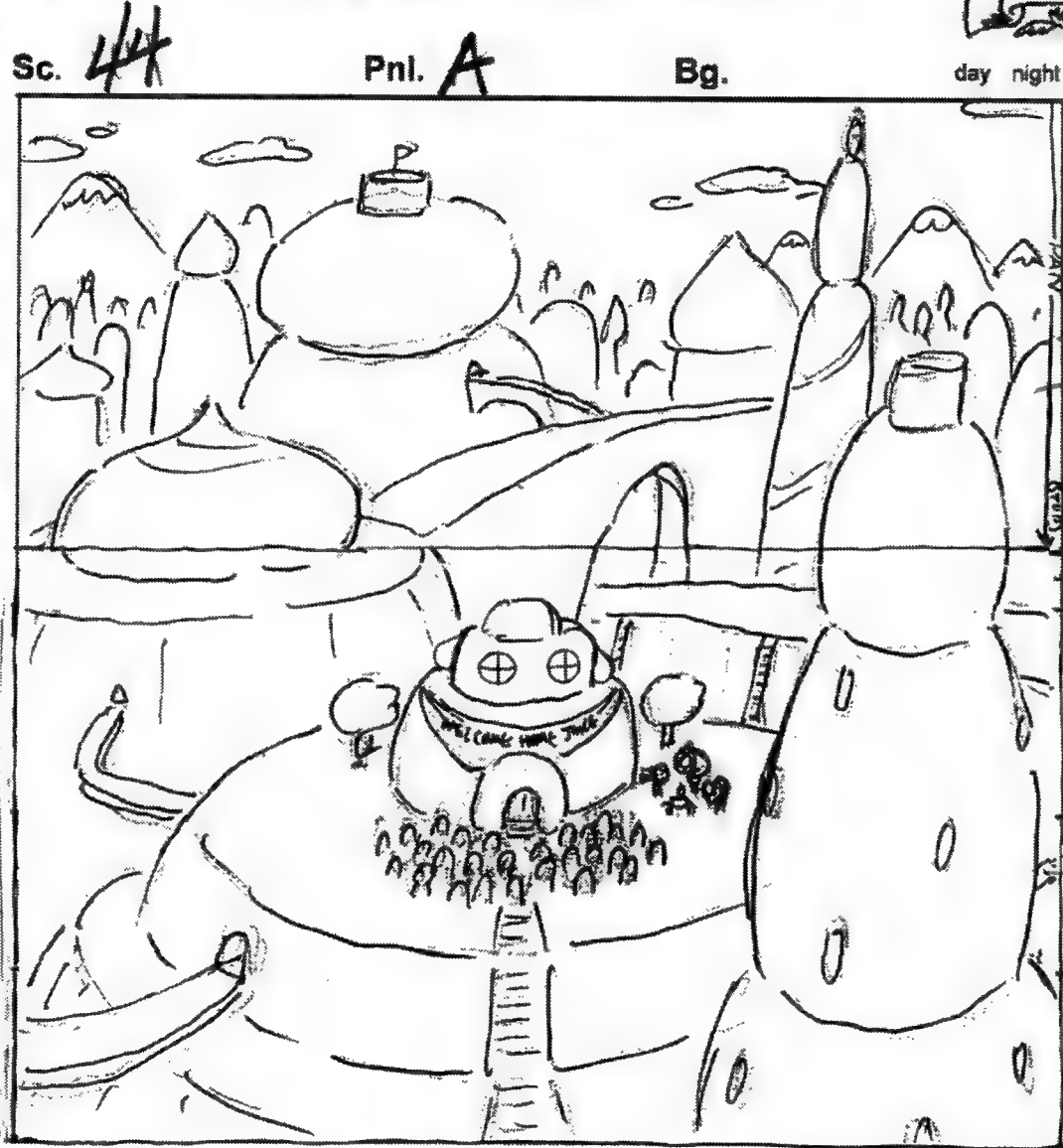
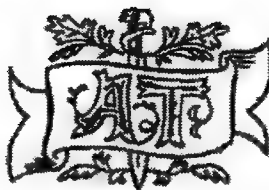
1025/184

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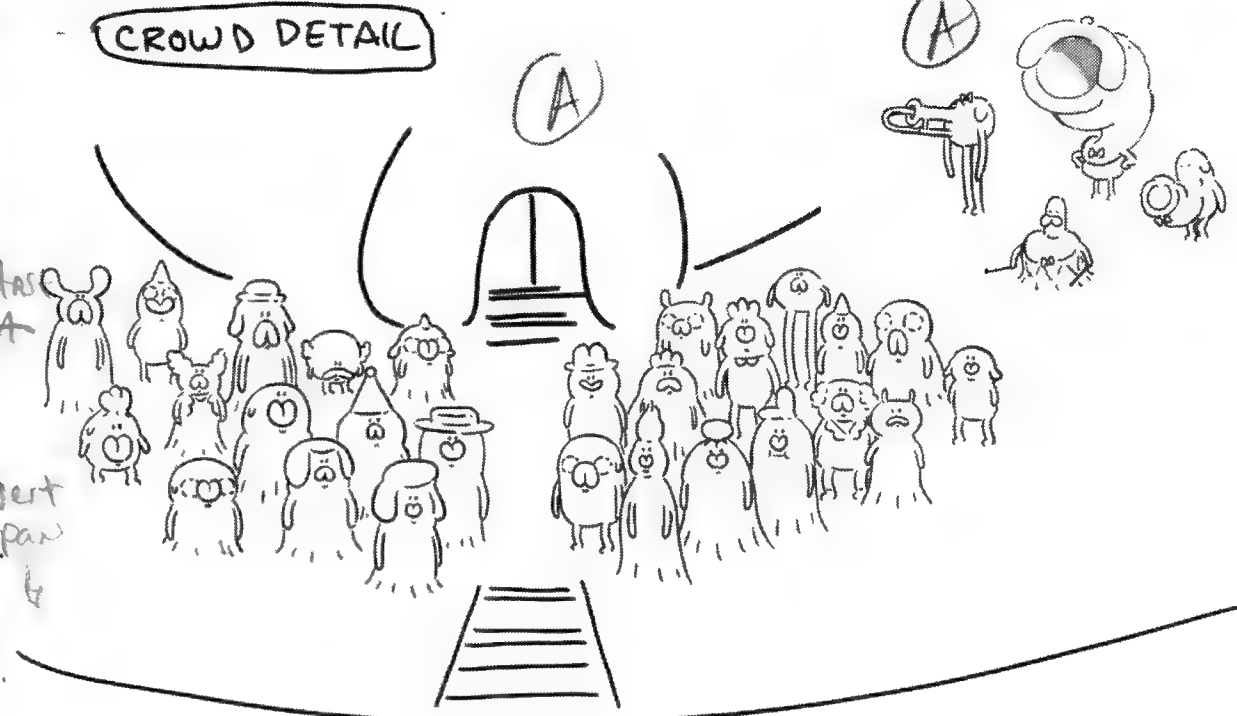


cut w/wipe to post

# ADVENTURE TIME



## CROWD DETAIL



- PAN DOWN CITYSLAP6  
TO A CROWD OF PEOPLE  
WAITING IN FRONT OF  
A HOUSE  
- "WELCOME HOME JACK"  
BANNER

MAY 09 2014

Production :

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1025/184

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# ADVENTURE TIME

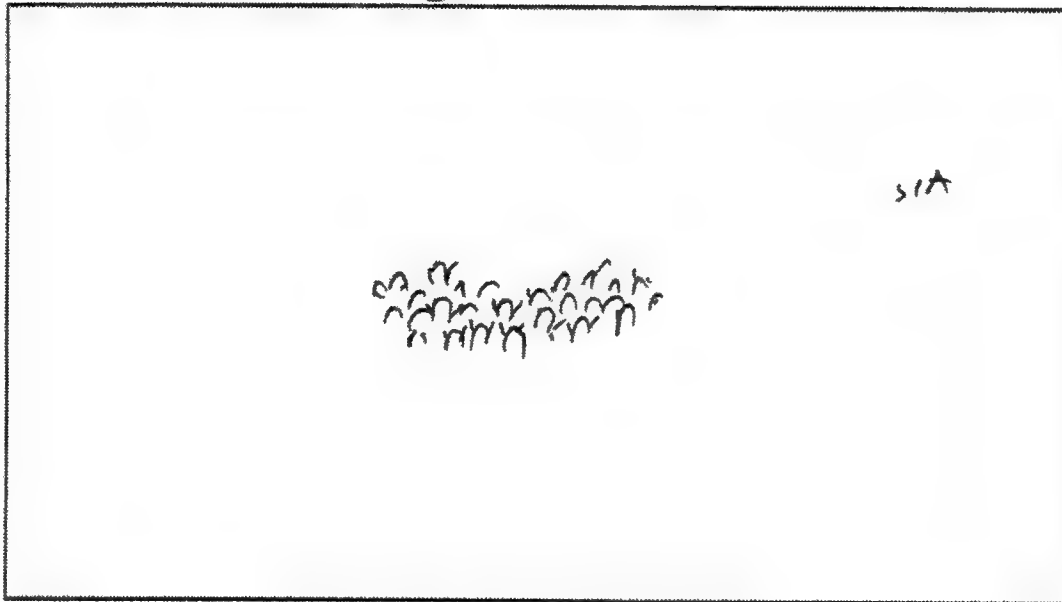


Sc.

44 cont Pnl. B

Bg.

day night



Sc.

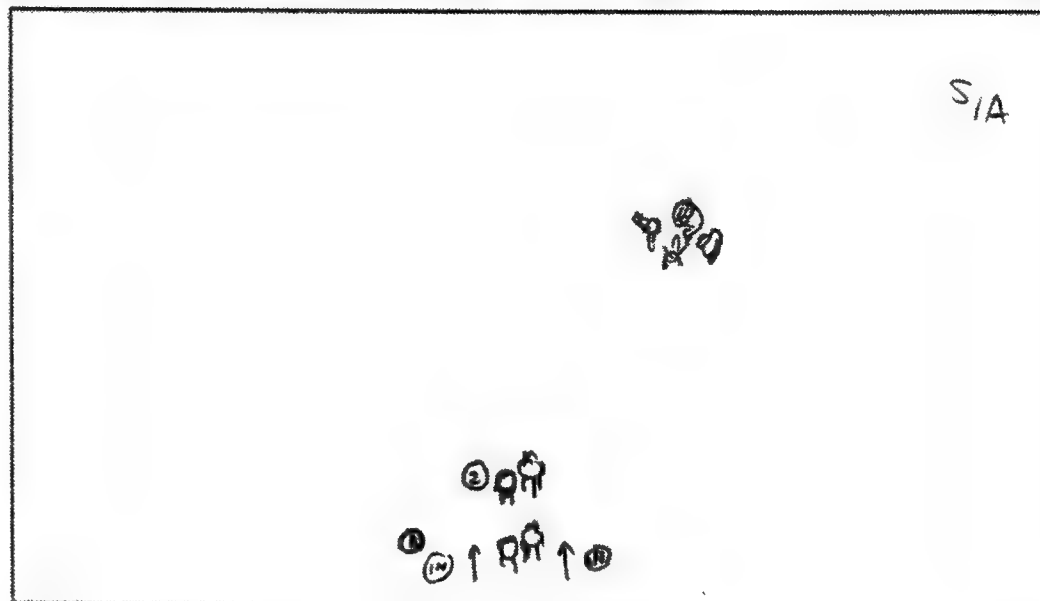
44 cont Pnl. C

Bg.

Page

60

day night



Dialog:

JAKE: PEOPLE CROWD

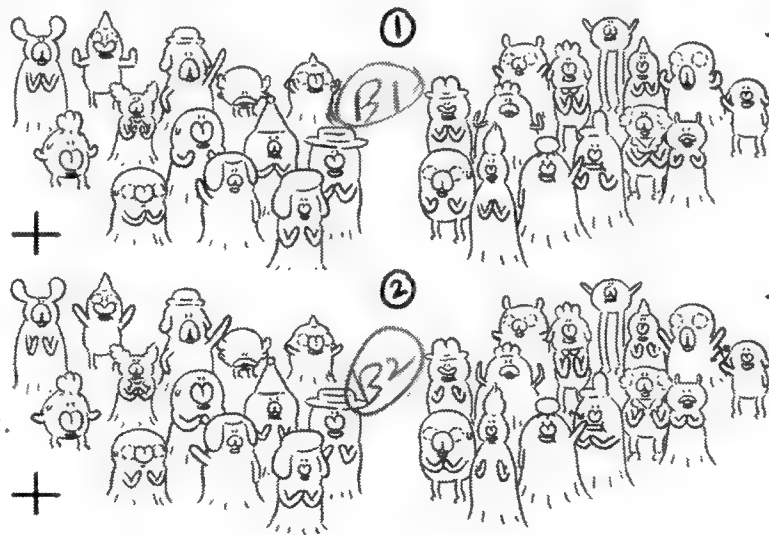
[APPLAUSE, CHEERS]

DETAIL →

Action:

Timing:

- APPLAUSE/CHEER  
CYCLE ①, ②, ①, ②, etc.

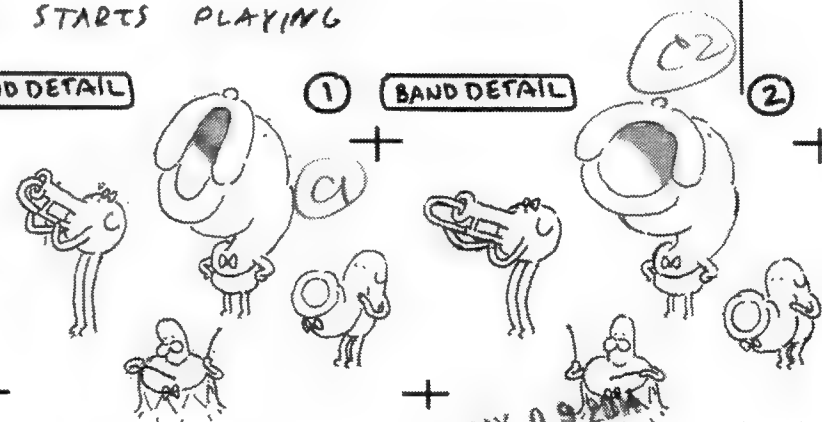


SFX: BAND STARTS PLAYING

BAND DETAIL

BAND DETAIL

- GUY WALK ON/S  
GO TOWARD HOUSE



Prox

EPISODE #

1025-184

1025/184

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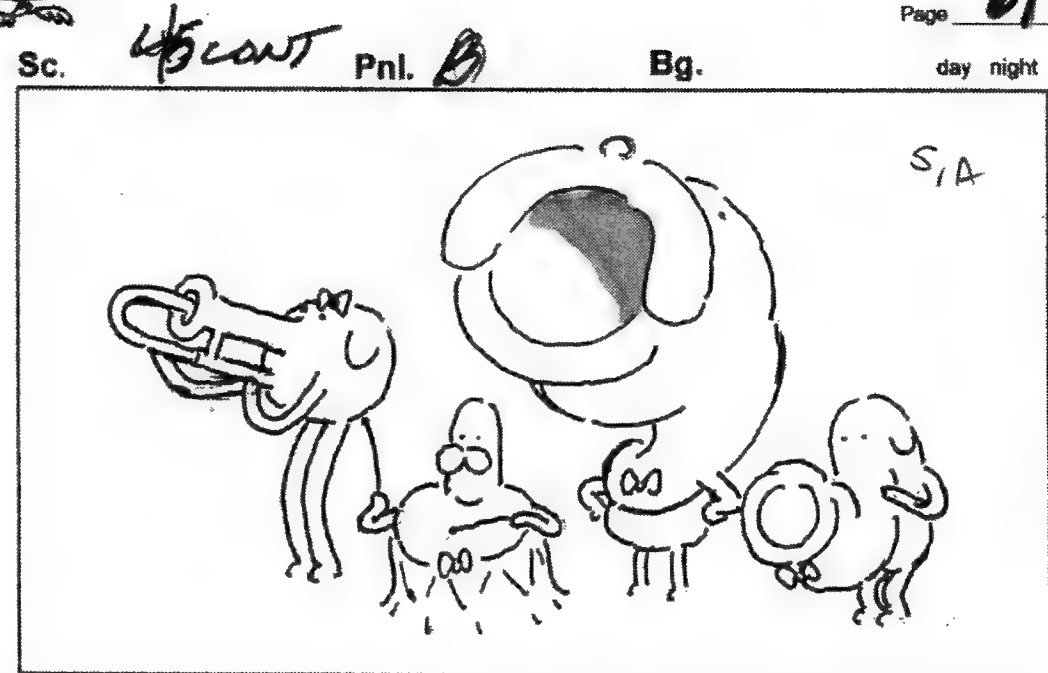
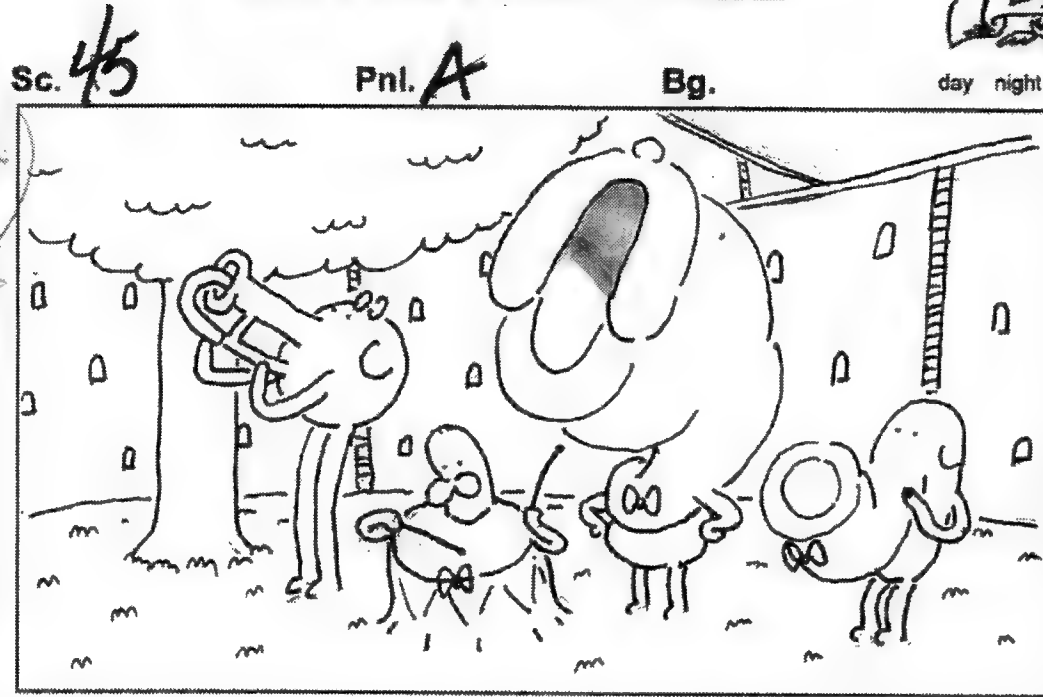


# ADVENTURE TIME



Page **61**  
day night

*Cut*



EPISODE # **1025-184**

1025/184

Dialog:
Action: - JAKE - BAND PLAYS <span style="float: right;">← CYCLE →</span>
Timing: <div style="text-align: right;">MAY 09 2014</div>

Production :

1025/184

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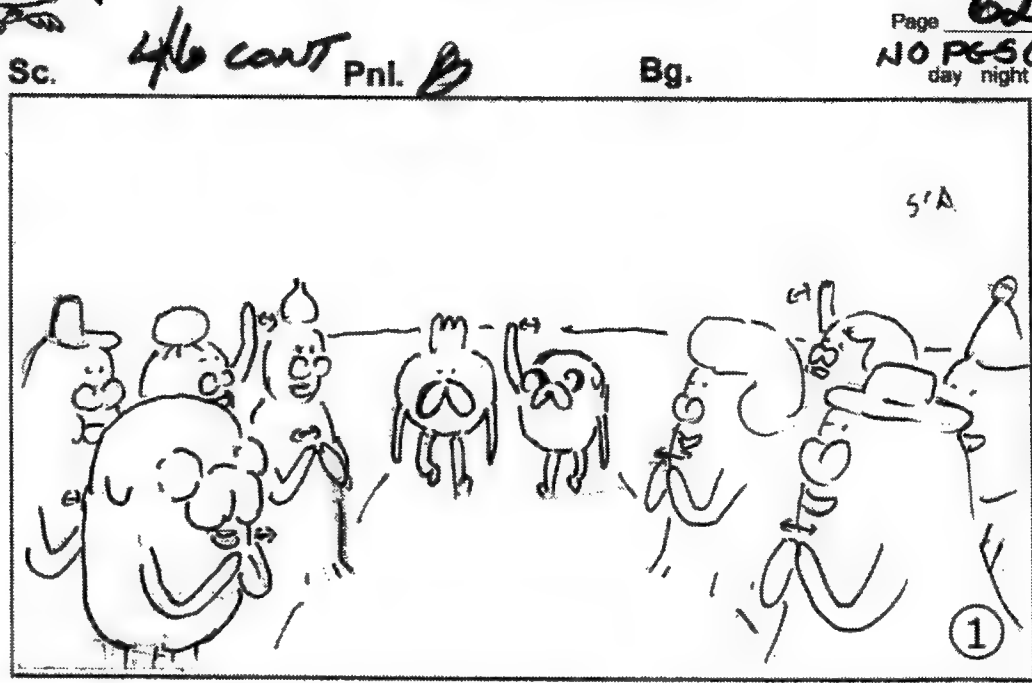
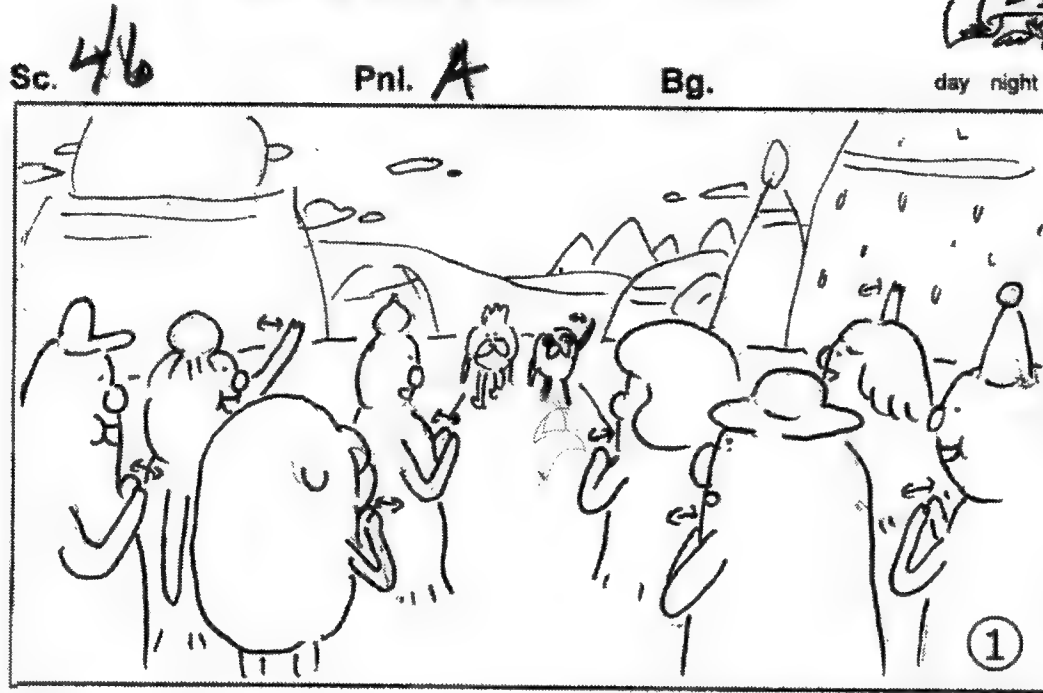
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# ADVENTURE TIME



NO  
SC 47

Page **62**  
NO PG 563-65  
day night



<b>Dialog:</b> - JAKE WAVES TO CROWD. JAKE PEOPLE: <CROWD WALLA> JAKE WE MISSED YOU! WELCOME HOME JAKE! - CROWD MOVES TO MAKE WAY FOR J+G	
<b>Action:</b>	
<b>Timing:</b>	

MAY 09 2014  
2

EPISODE # **1025-184**

Production :

1025/184

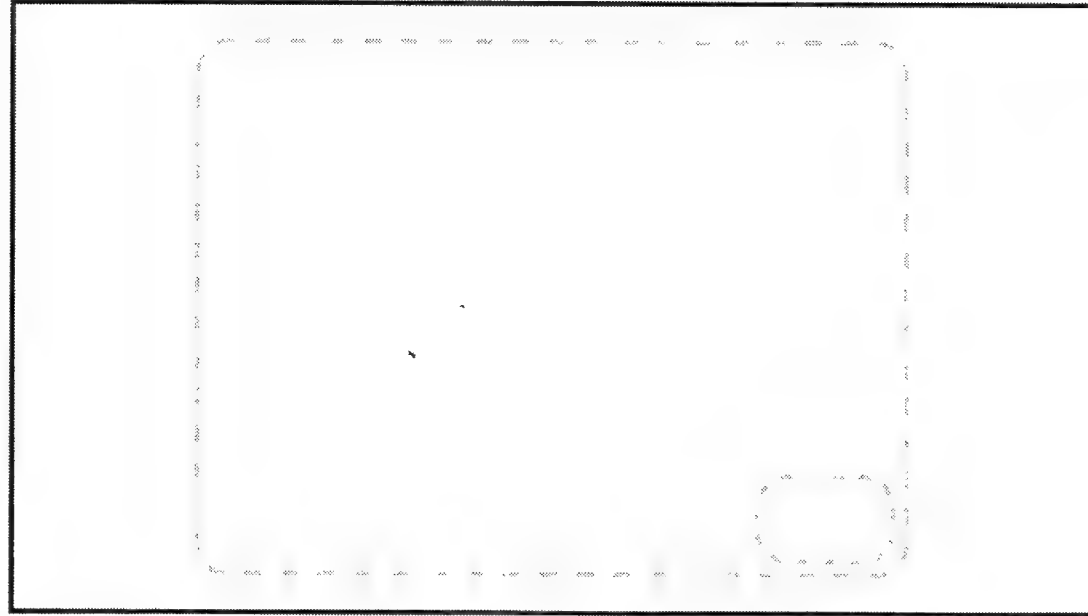


# ADVENTURE TIME

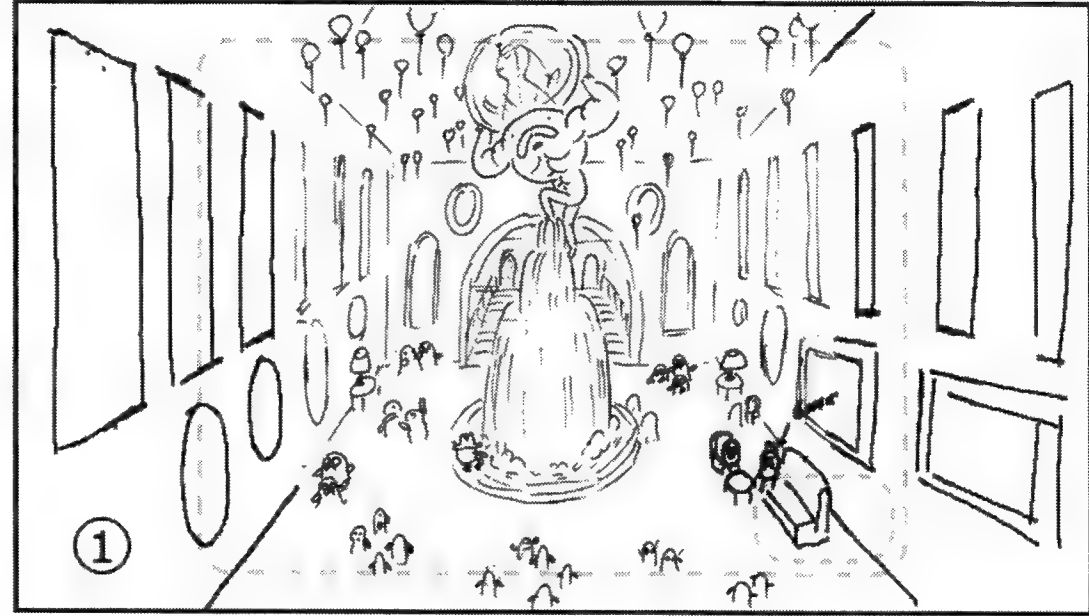


Page 66

Sc. Pnl. Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:	
Action:	party music playing -crowd dancing
Timing:	



MAY 09 2014

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1025/184

Production:

1025/184



1025/184

44 Cat

# ADVENTURE TIME



NO SC'S  
50-52

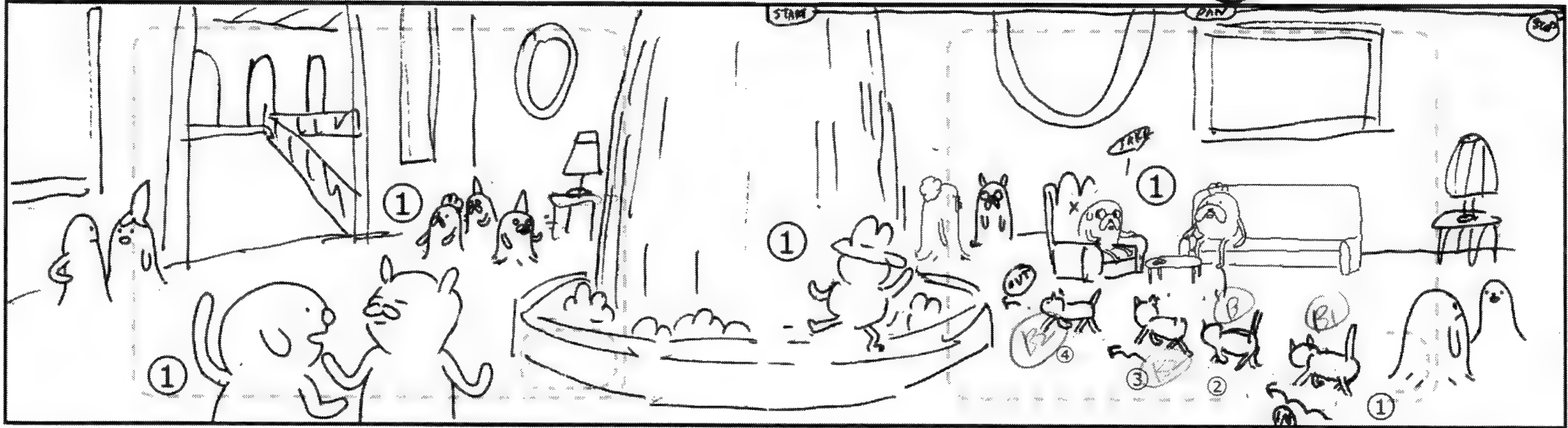
Page 67  
NO PG-568-72

Sc. 49

Pnl. A

Bg.

day night



44 Cat

EPISODE # 1025-184

1025/184

Dialog:

Action:

Timing:



AI  
AI

2



-cat runs through  
-pan across party  
-people dancing

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Production:

1025/184



HA  
Est

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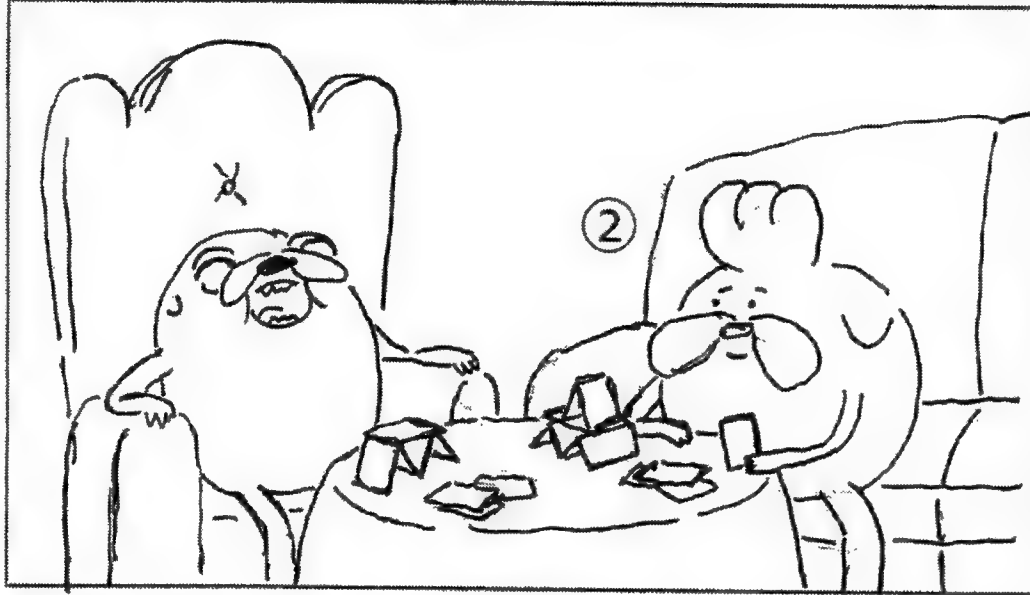
# ADVENTURE TIME



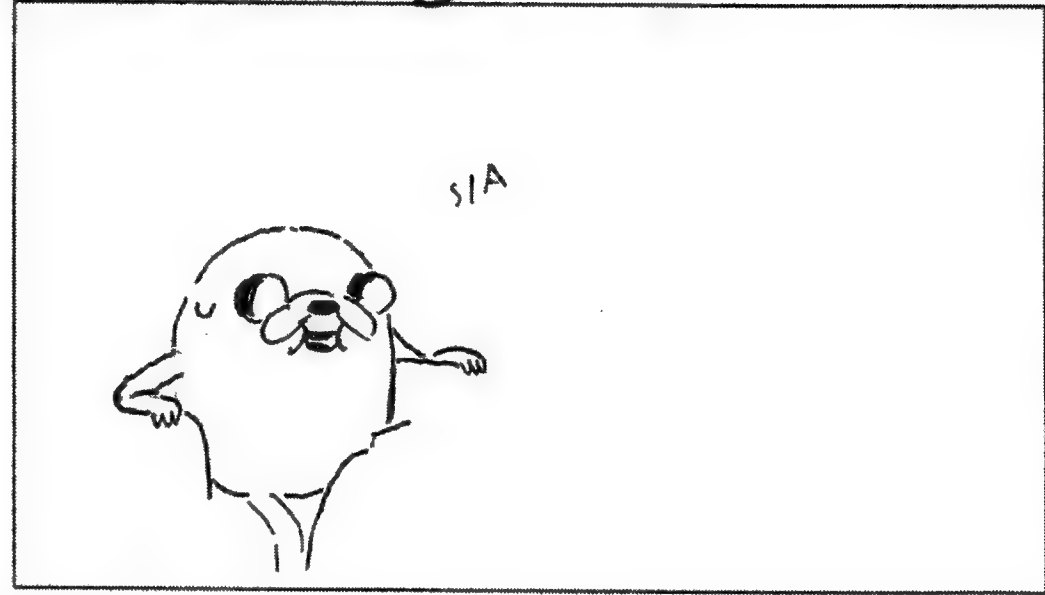
Page **73**  
day night


HA  
Est

Sc. **53** Pnl. **A** Bg. day night



Sc. **53 CONT** Pnl. **B** Bg. day night



Dialog:	<u>I</u> : HAHAHA HA		<u>I</u> : DO IT AGAIN, GOOSE	
Action:	INT. JAKE'S HOUSE,			
Timing:				

MAY 09 2014

EPISODE # 1025-184

1025/184

Production :



1025/184

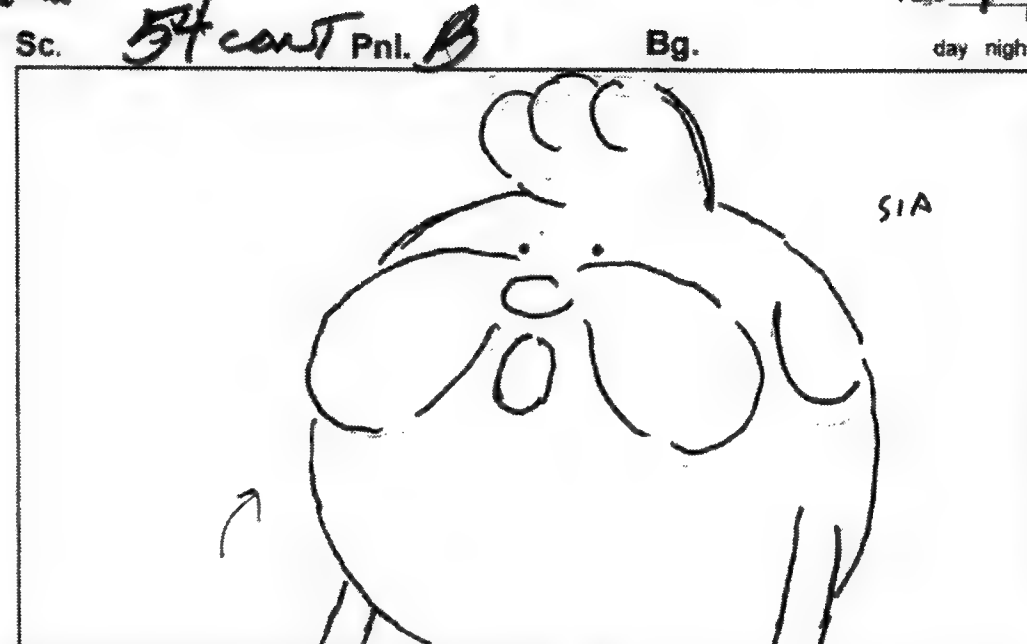
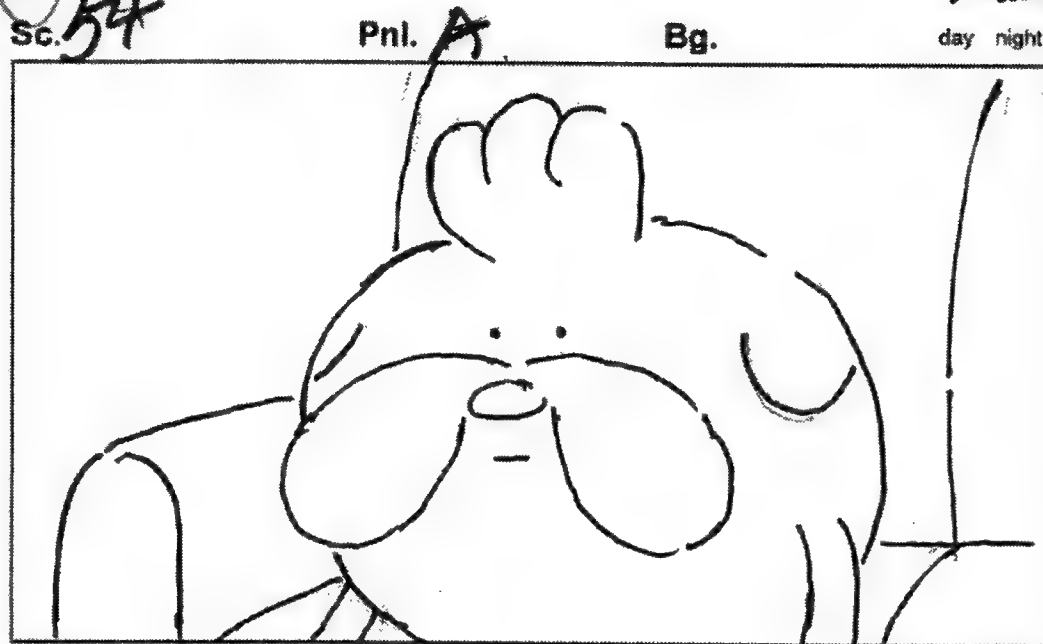
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1001 Cont  
Sc. 54

# ADVENTURE TIME



Page 74



Dialog:
Action:
Timing:

- G ANTICS

MAY 09 2014

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EPISODE #

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Production :

1025/184



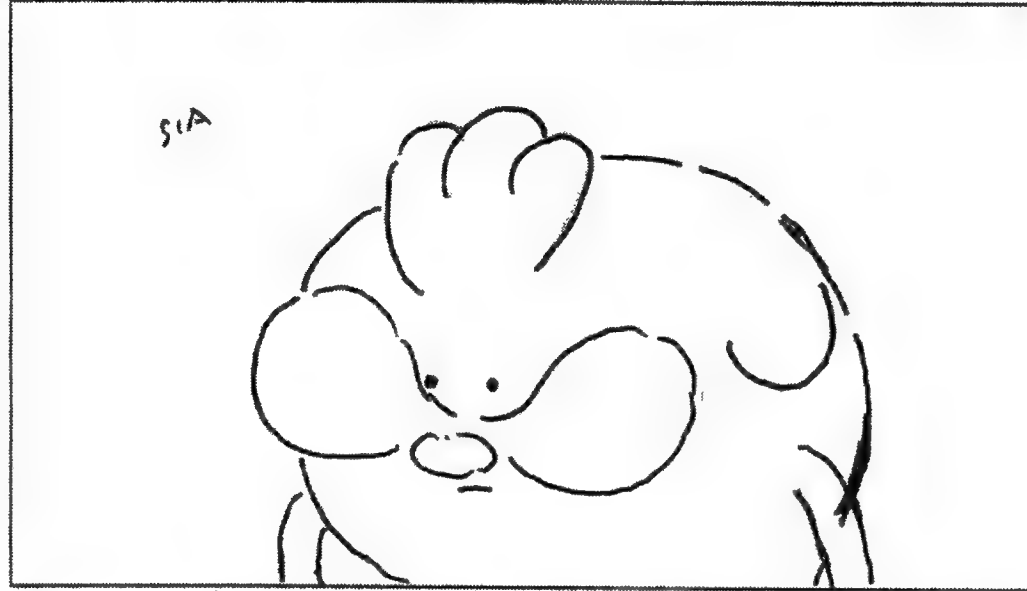
# ADVENTURE TIME



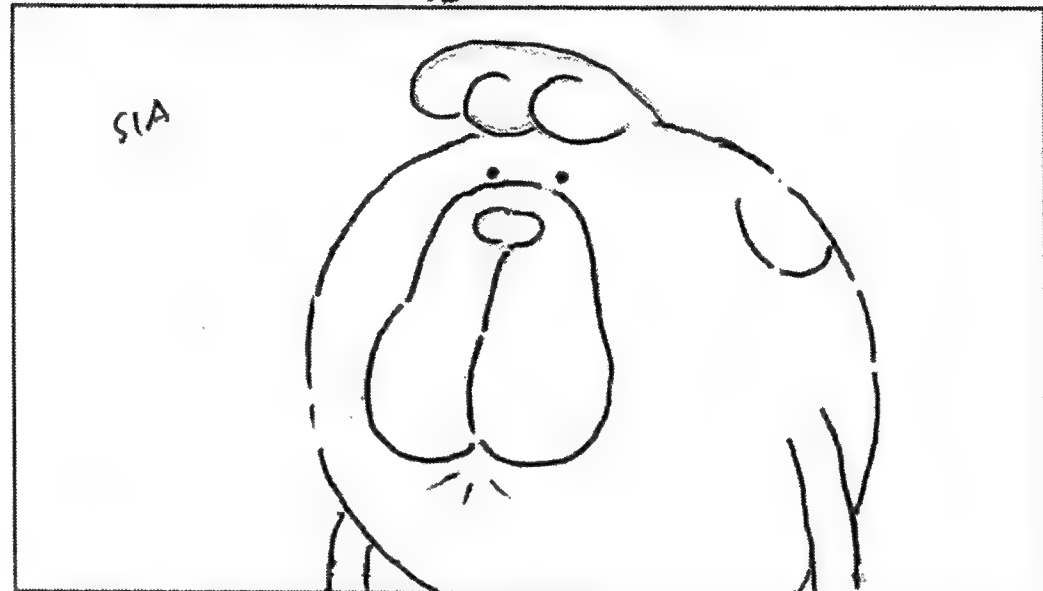
Page 75  
day night

*Cut*

Sc. 54 cont Pnl. C Bg. day night



Sc. 54 cont Pnl. D Bg. day night



Dialog:	SFX : [CLAP CLAP CLAP CLAP]	
Action:	— GOOSE NODS HIS HEAD UP AND DOWN MAKING HIS JOWELS SLAP TOGETHER	
Timing:	MAY 09 2014	

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1025/184

Production :

1025/184

1025/184

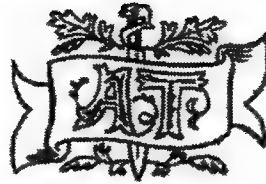


1025/184

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Cut

# ADVENTURE TIME



Page **76**

Sc. **55**

Pnl. **A**

Bg.

day night



Sc. **55 cont** Pnl. **B**

Bg.

day night



Dialog:

J: H A H A H A H A H A

Action:

-J. CRACKS UP.

Timing:

MAY 09 2014

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1025/184

Production :

1025/184

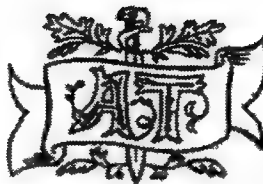
1025/184



1025/184

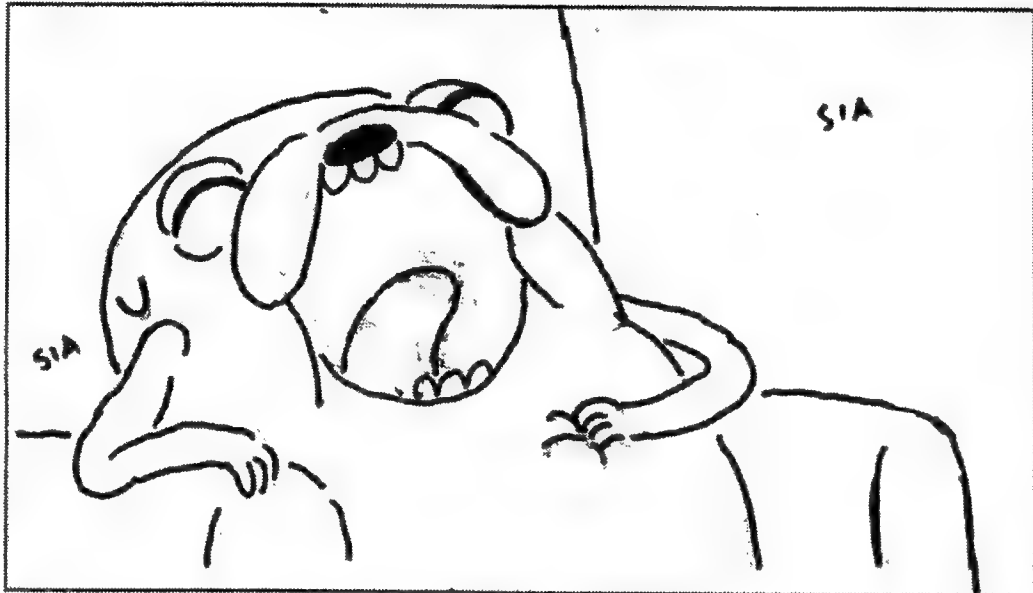
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# ADVENTURE TIME



Page 77  
day night

Sc. SS CONT Pnl. C Bg. day night



Sc. SS CONT Pnl. D Bg. day night



*Cut*

EPISODE #  
1025-184

EPISODE #

1025/184

Production :

Dialog:

J: HA-HA-HA-HA -  
G: (GRRS) HEY, JAKE?

Action:

Timing:

J: HEH, WHAT,



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1025/184

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Cut

# ADVENTURE TIME



Page **78**  
day night

Cut

Sc. **50**

Pril. **A**

Bg.

day night



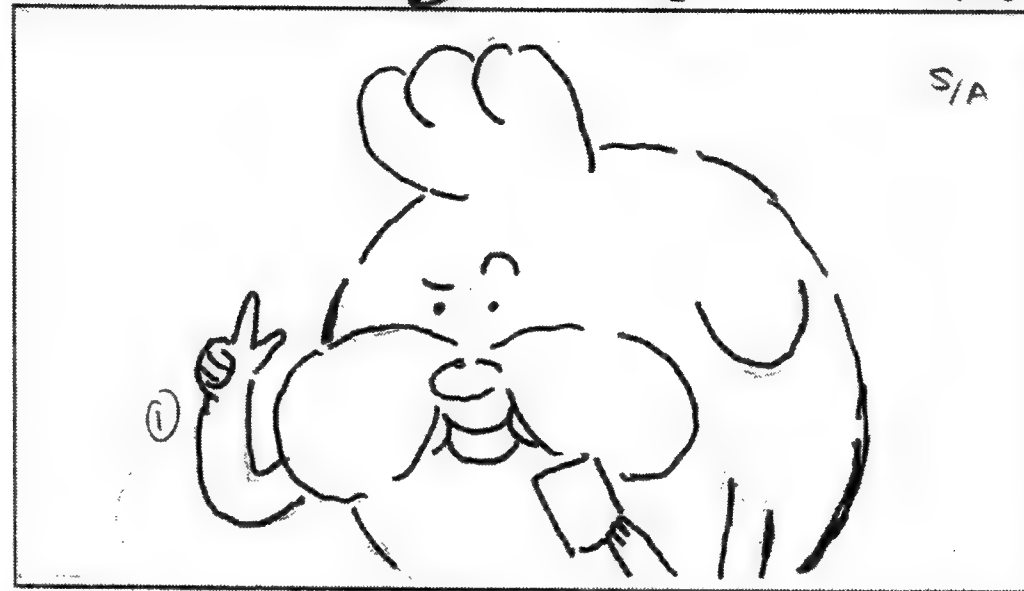
Sc.

**50 cont**

Pril. **B**

Bg.

day night



Dialog:

G: NOW THAT YOU'RE BACK...

G: HOW BOUT THAT S BULKES YOU  
STILL DWE ME

Action:

Timing:

②  
①  
MAY 09 2014

1025-184

EPISODE #

1025/184

Production :

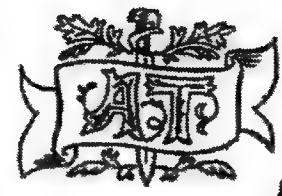
1025/184



1025/184

Cut

# ADVENTURE TIME



Cut

Sc. **57**

Pnl. **A**

Bg.

day night

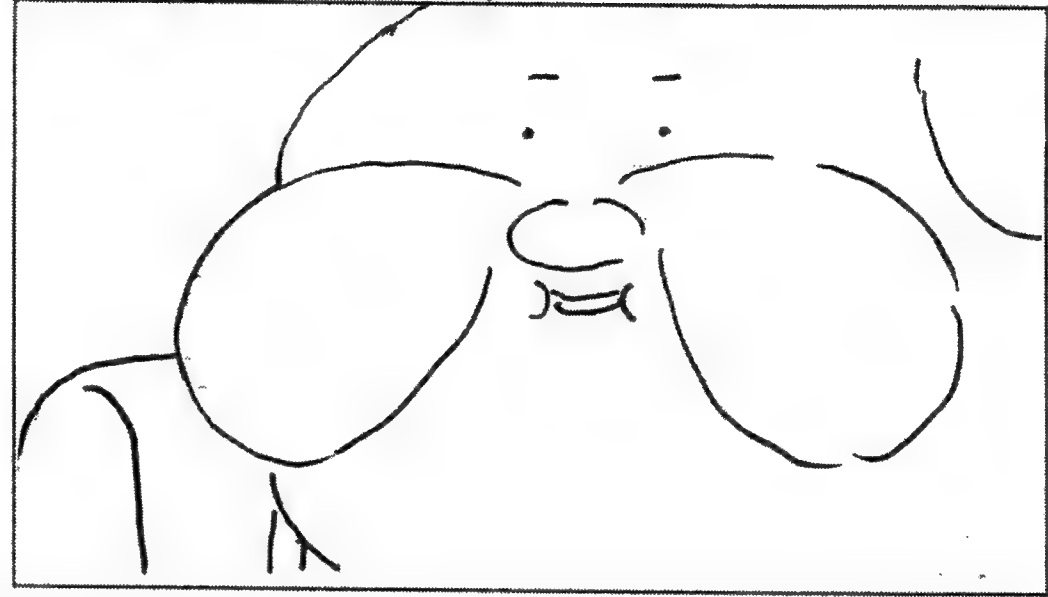


Sc. **58**


Pnl. **A**

Bg.

day night



Dialog:	
J: UM... WHAT S BUCKS?	
Action:	
Timing:	



MAY 09 2014

EPISODE # 1025-184

Production :

1025/184

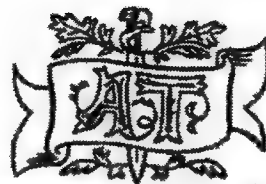
1025/184



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# ADVENTURE TIME



Cut

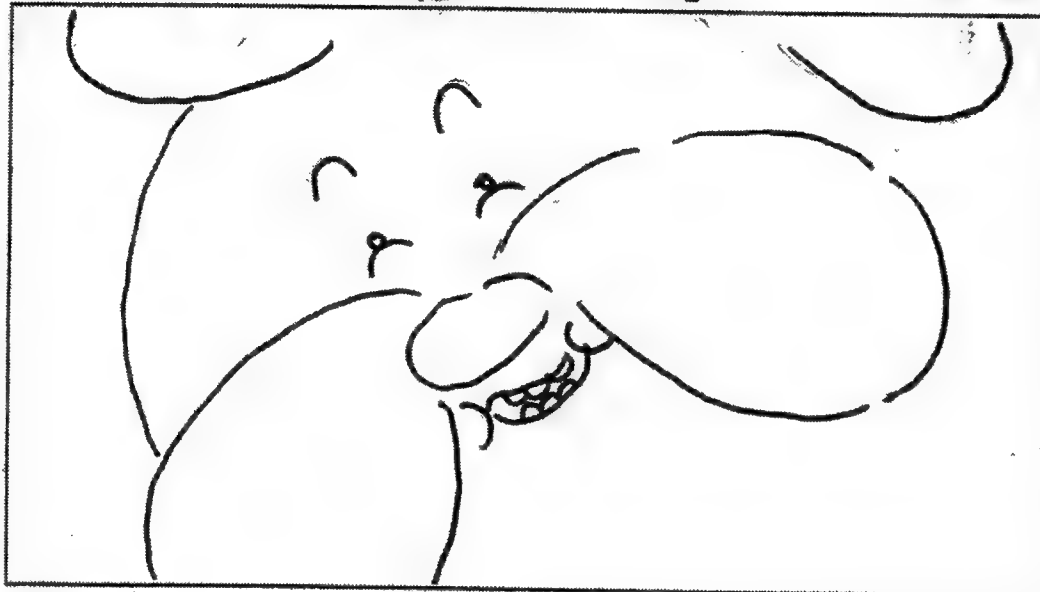
Sc.

58 cont

Pnl. B

Bg.

day night



Sc. 59

Pnl. A

Bg.

Page

80

day night

BOA NEXT



EPISODE #

1025-184

Production :

1025/184

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Dialog:

G : CHEESEBURGER CHEESECAKE  
RING A BELL?

Action:

- GOOSE LEANS FORWARD

Timing:

MAY 09 2014



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# ADVENTURE TIME



Sc. 59 *CONT*

Pnl. B

Bg.

day night



Sc. 59 *CONT*

Pnl. C

Bg.

Page 80A  
day night



*Cont*

Dialog:

J: wha-

Action:

sfx: \*tremor\*  
-tremor shakes the house

Timing:

MAY 09 2014

EPISODE # 1025-184

1025/184

Production:

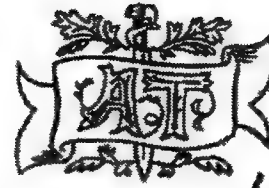
1025/184



1025/184

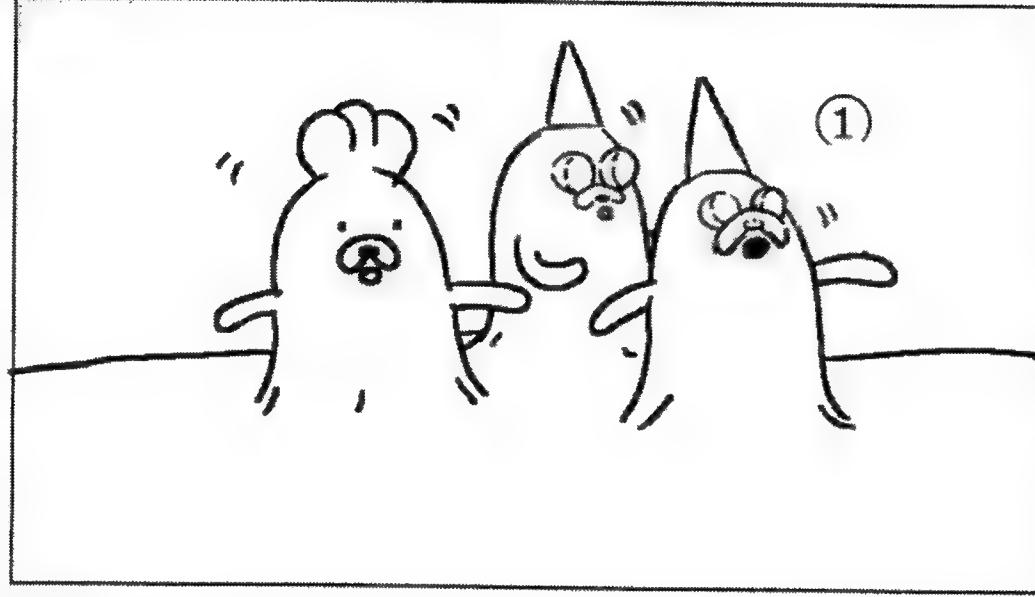
c. 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

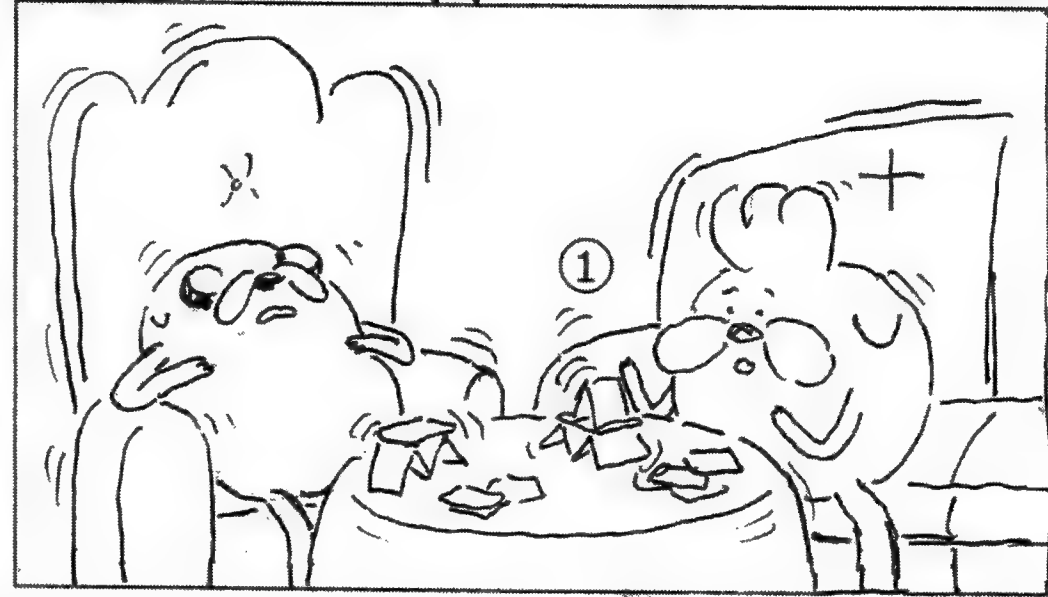


Page 81

Sc. 59A Pnl. A Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:

Action:

Timing:

SFX: \*TREMOR\*

- G. TRIES TO KEEP HOUSE w/ CARDS FROM COLLAPSING.

MAY 09 2014



EPISODE# 1025-184

1025/184

Production :

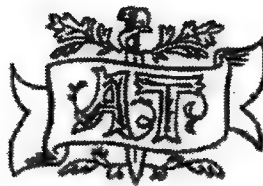
1025/184



1025/184

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# ADVENTURE TIME



Sc.

60 CONT Pnl. B

Bg.

day night

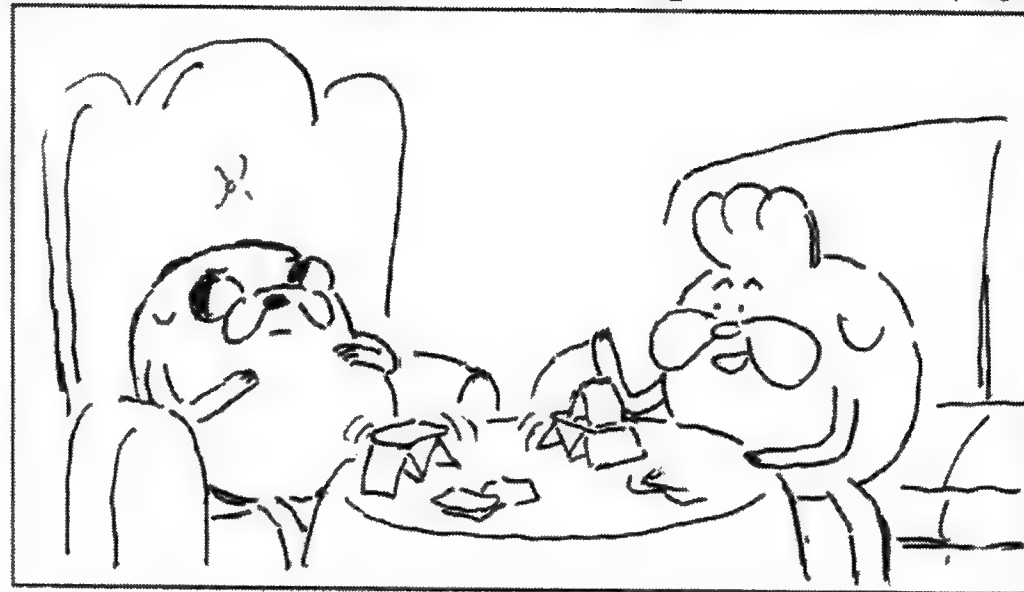


Sc.

60 CONT Pnl. C

Bg.

Page 82 day night



Dialog:

J: WHAT IS THAT...

G: OH THAT -

don't worry about that

Action:

Timing:



MAY 09 2004

Production :

EPISODE #

1025-184

1025/184

1025/184

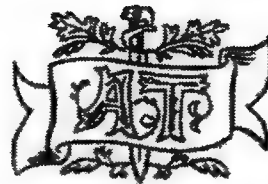


1025/184

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Sc. 61

# ADVENTURE TIME



Pnl. A

Bg.

day night



Sc. 61 cont

Pnl. B

Bg.

day night



Page 83

Handwritten initials 'HU' and 'cont' in a circle.

1025-184

EPISODE #

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Production :

Dialog:

J: (THINKING) GUESS I BETTER NOT WORRY ABOUT IT...

J: HMM... I'M HUNGRIES GOOSE /

Action:

- J LOOKS AT HIS TUMMY

Timing:

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# ADVENTURE TIME



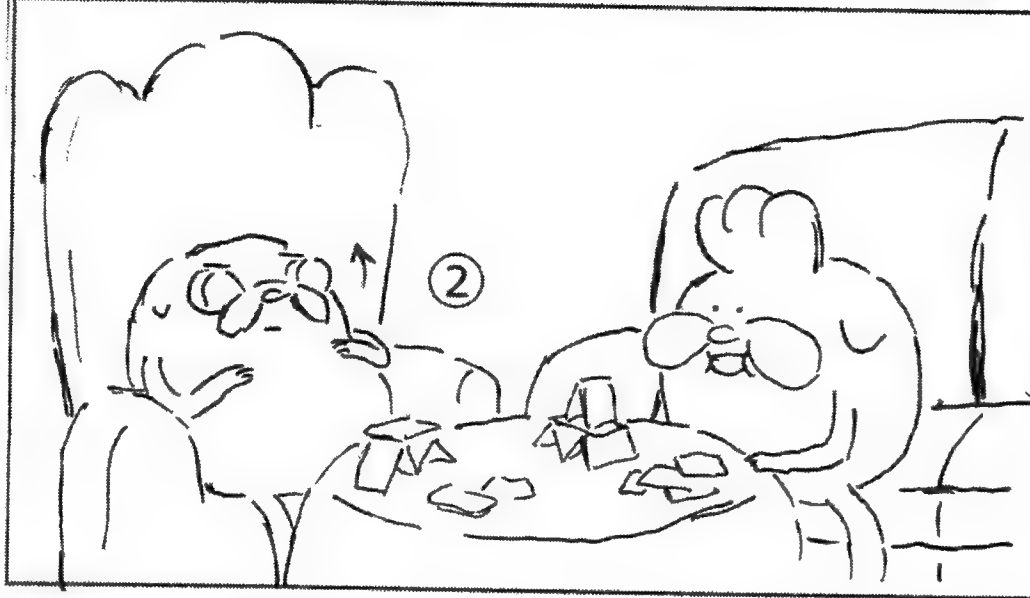
Page 84  
day night

Sc. 62

Pnl. A

Bg.

day night

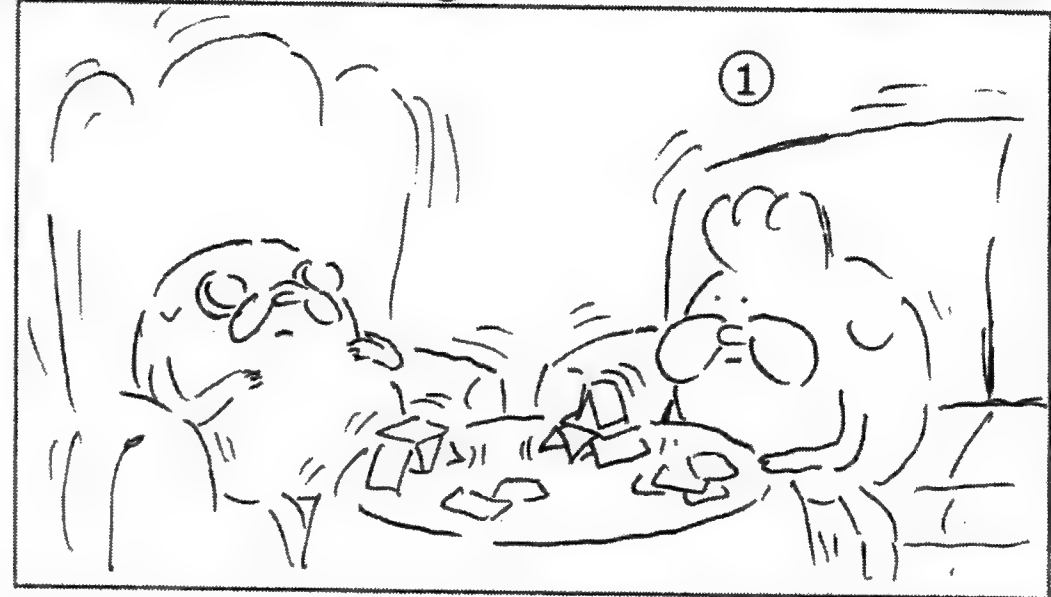


Sc. 62 CONT

Pnl. B

Bg.

day night



Dialog:

G: I THINK THERE'S A COLD  
NACHO BASKET IN THE FRIDGE

Action:

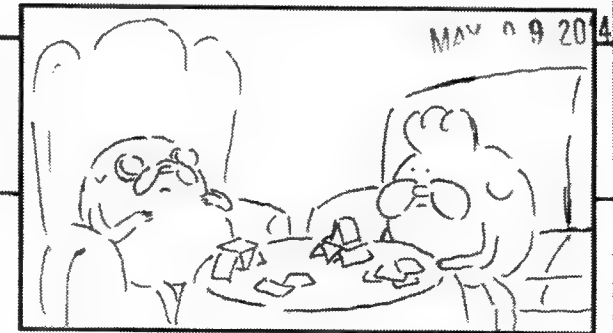


- TREMOR  
- tremor stops

②

Timing:

SFX: \* RUMBLING \*



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EPISODE #

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Production :

1025/184



1025/184

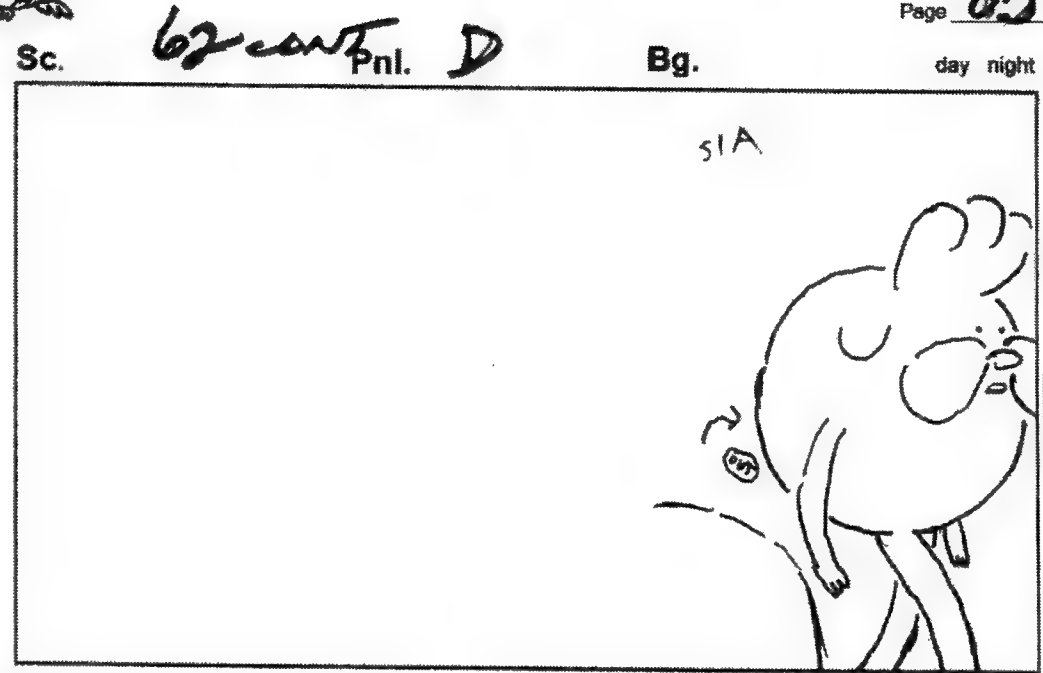
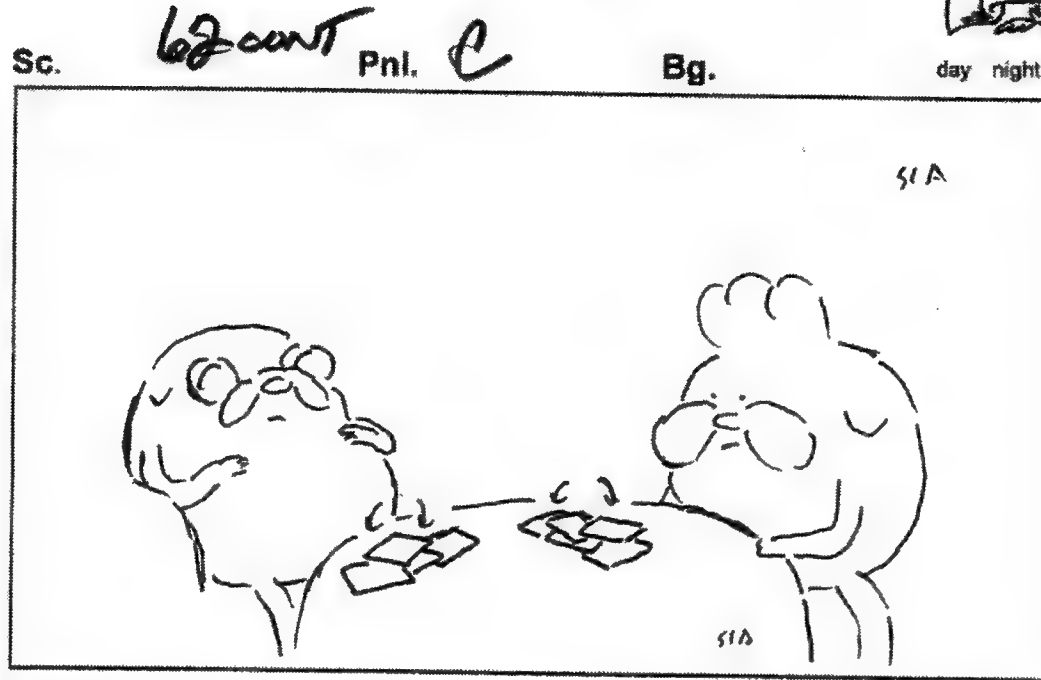
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# ADVENTURE TIME



Page 85  
day night

*cut*



Dialog:	<u>SFX:</u> * SHFF X	<u>G:</u> JUST A SEC.
Action:	- CARDS COLLAPSE	- GOOSE WALKS OFF
Timing:	MAY 09 2014	

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Production :

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1025/184

Cut

# ADVENTURE TIME



Page 86

Sc. 63

Pnl. A

Bg.

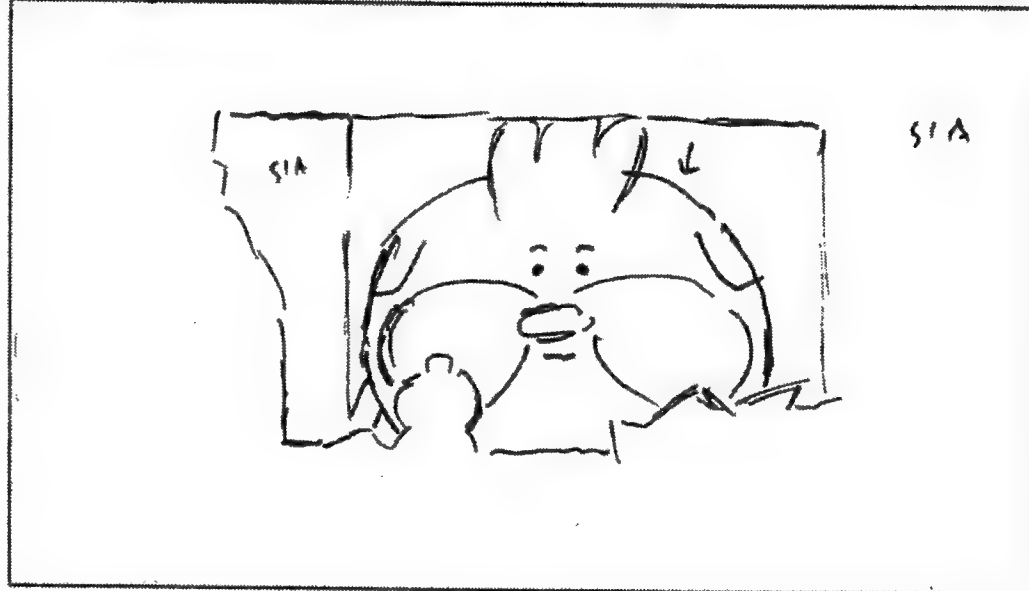
day night



Sc. 63 cont Pnl. B

Bg.

day night

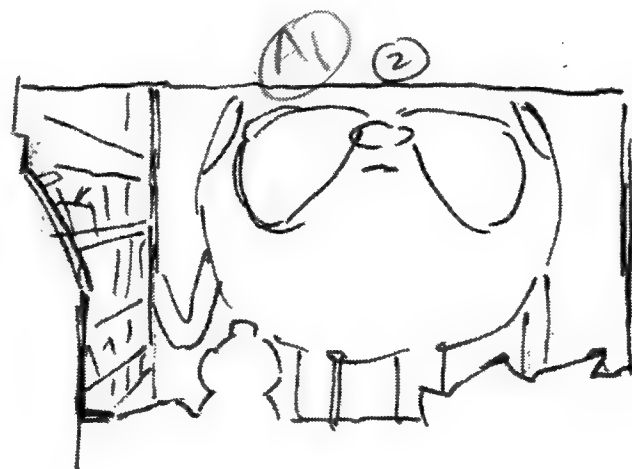


Dialog:

Action:

- GOOSE OPENS THE FRIDGE
- LIGHTER AFTER OPENING

Timing:



- G STOOPS TO LOOK INSIDE

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Production :

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# ADVENTURE TIME



Sc.

63 CONT Pnl. C

Bg.

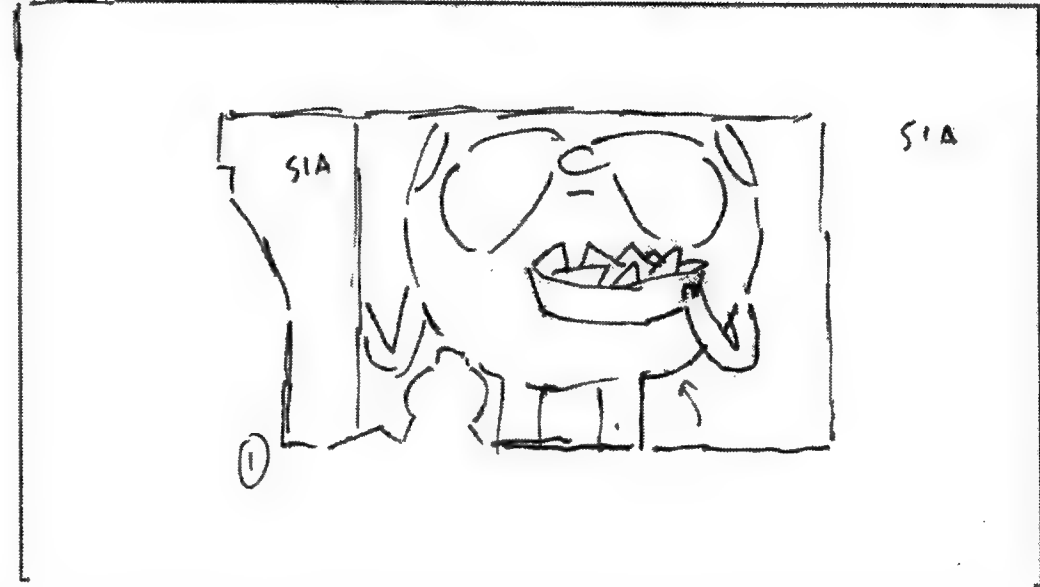
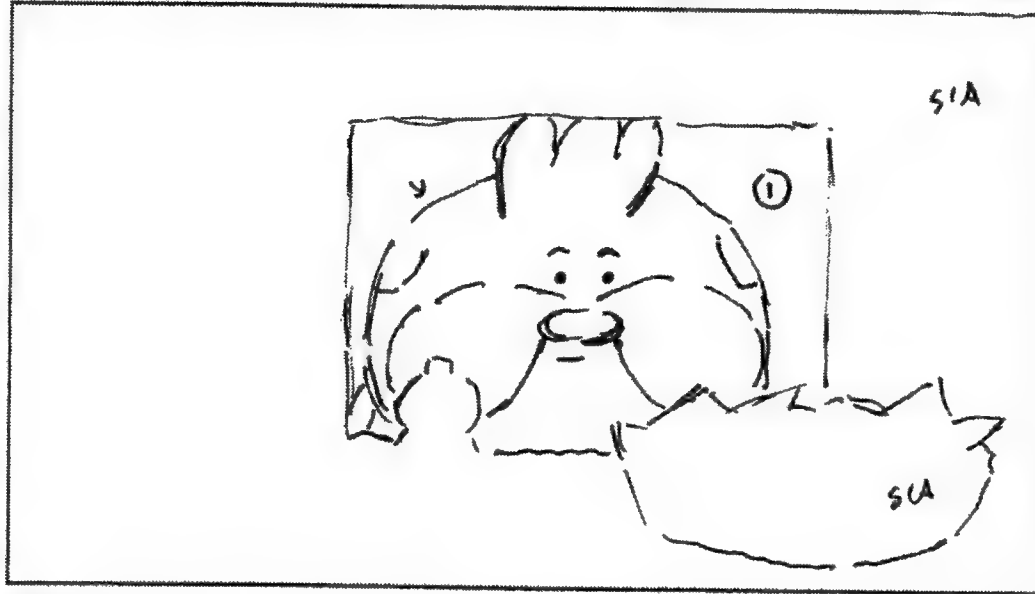
day night

Sc.

63 CONT Pnl. D

Bg.

Page 87  
87A NEXT  
day night



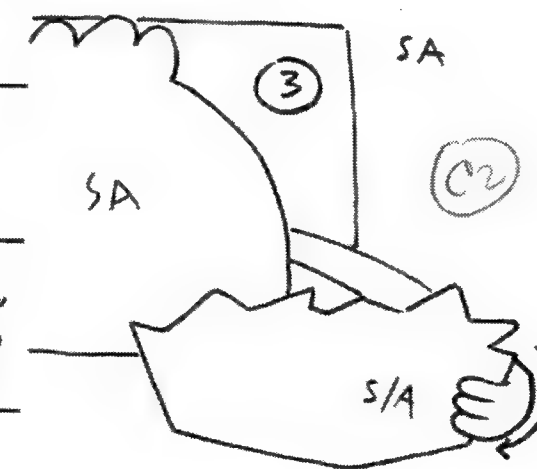
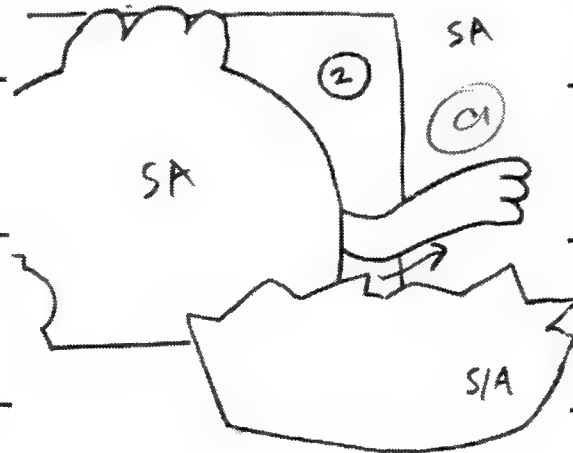
EPISODE# 1025-184

1025/184

Dialog:

Action: - GOOSE REACHES  
FOR BASKET

Timing:



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# ADVENTURE TIME



Sc. 63 *CONT*

Pnl. E

Bg.

day night

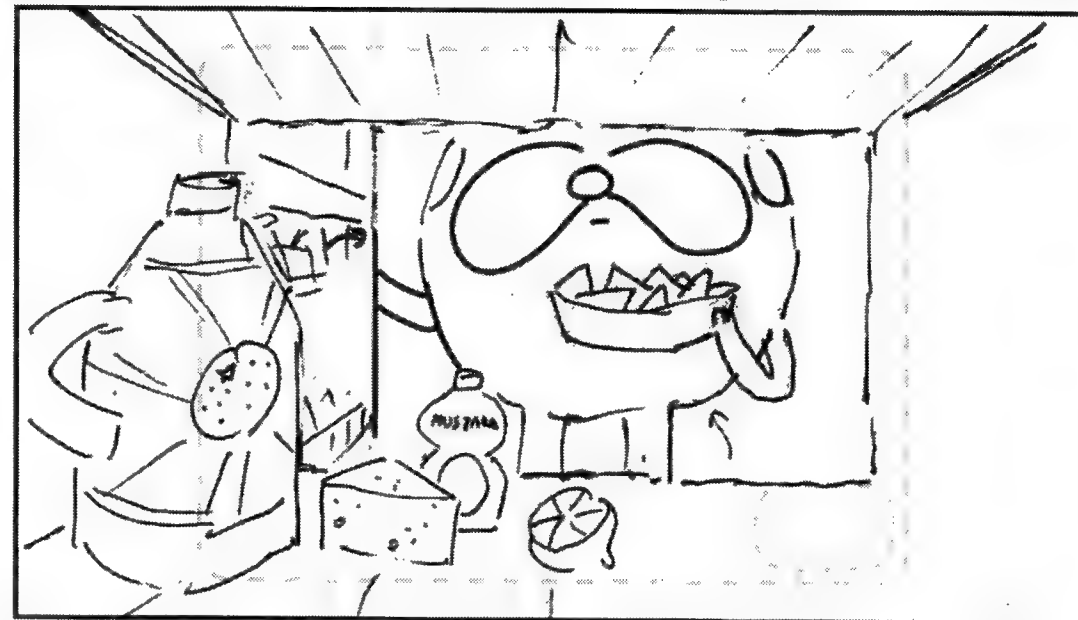
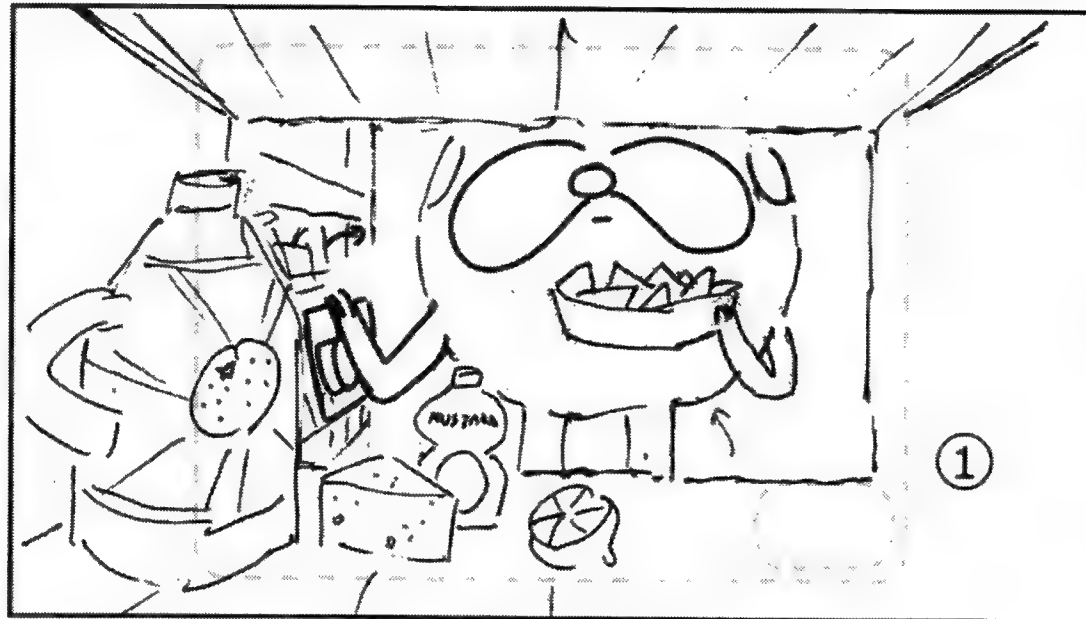
Sc. 63 *CONT*

Pnl. F

Bg.

Page 87A

*BBNEXT*  
day night



Dialog:

Action:

Timing:



②

goose grabs some cold cuts

goose starts to close fridge door

MAY 09 2014

EPISODE # 1025-184

1025/184

Production:

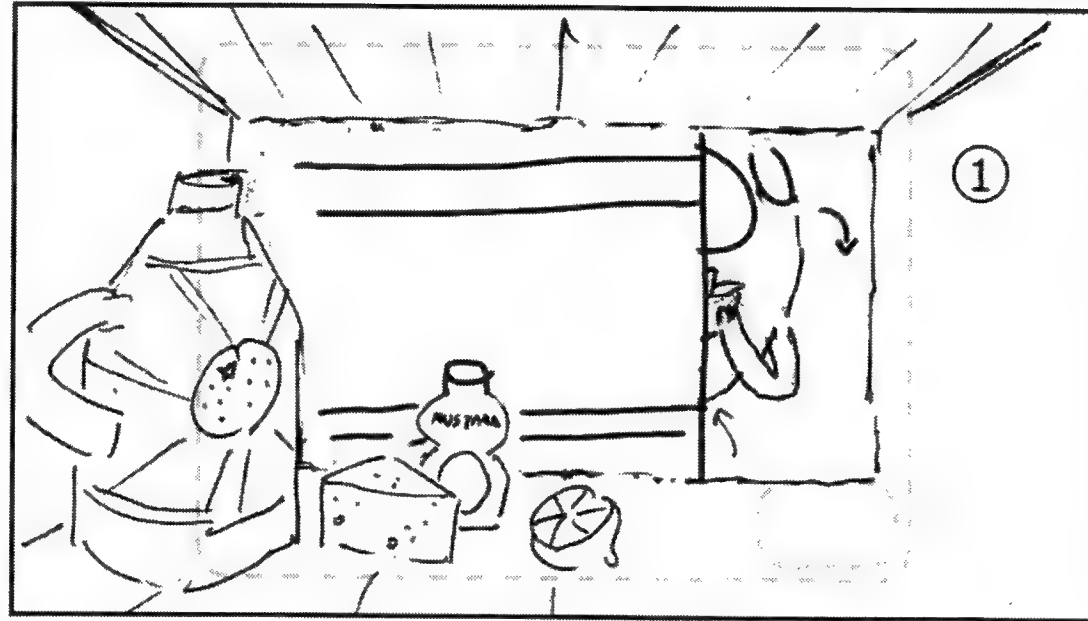
1025/184



# ADVENTURE TIME



Sc. 63 *CONT* Pnl. G Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:

Action:

fridge closes

Timing:



MAY 09 2014

EPISODE # 1025-184

Production:

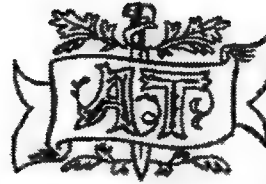
1025/184

1025/184

1025/184



# ADVENTURE TIME

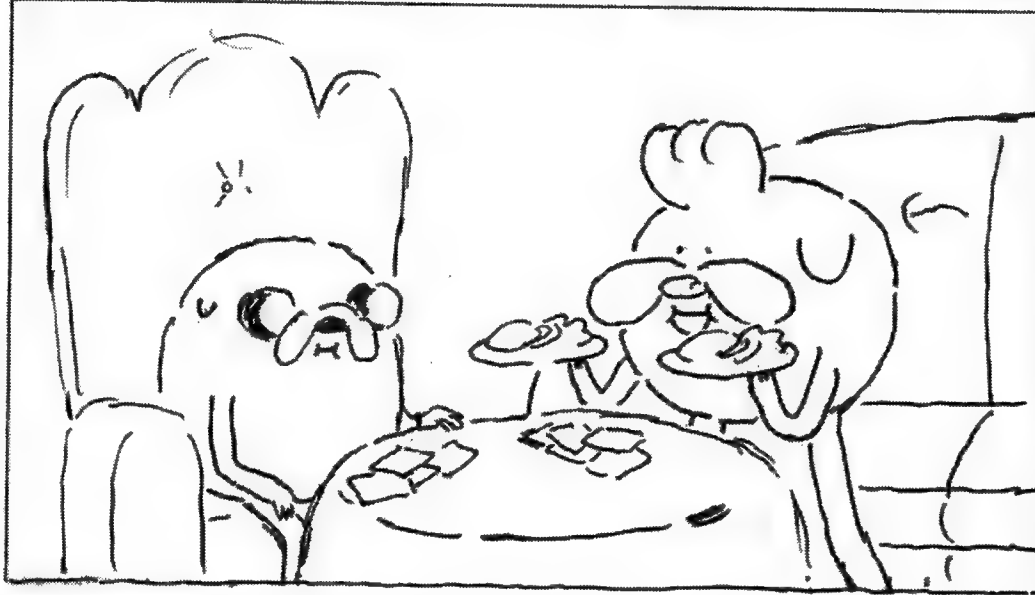


Sc.

64 CONT Pnl. B

Bg.

day night



Sc.

64 CONT Pnl. C

Bg.

Page 89  
day night



EPISODE #

1025-184

1025/184

Production :

Dialog:

G: COLD CUTS AND NACHOS  
sandwiches!

Action:

- GOOSE COMES BACK  
WITH TWO PLATES  
OF FOOD

Timing:

J: ALRIGHT!

SFX: (CLINK)

- G PUTS DOWN PLATE IN FRONT  
OF JAKE

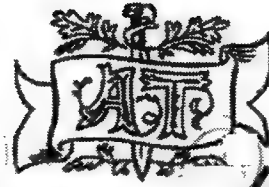
MAY 09 2014

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1025/184

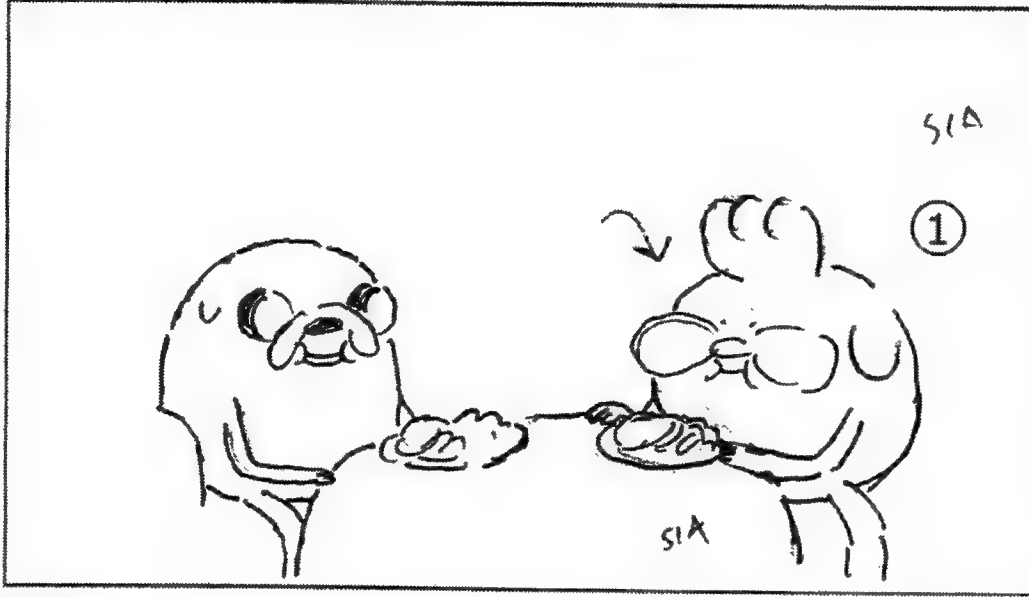


# ADVENTURE TIME



Page **90**  
day night

Sc. **64 CONT** Pnl. **E** Bg. day night



Sc. **65** Pnl. **A** Bg. day night



**Dialog:**  
G: [ EATING ]  
- BOOSE STARTS GOBBLING UP THE FOOD STRAIGHT OFF PLATE  
cycle 2 & 3



J: AAH!  
- J BRINGS UP A COLD CUTS - NACHOS SANDWICH TO HIS MOUTH



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# ADVENTURE TIME



Page **91**  
day night

Sc. **6S CONT** Pnl. **B** Bg. day night



Sc. **6S CONT** Pnl. **C** Bg. day night



Dialog:	<b>I: OW!</b>	
Action:	<b>- CHOMPS DOWN</b>	<b>- J JERKS BACK</b>
Timing:		

MAY 09 2014

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Production :

1025/184

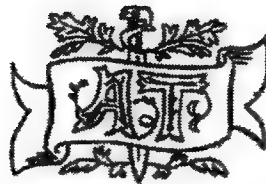
1025/184

1025/184

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# ADVENTURE TIME



Page 92  
day night

*Cut*

Sc. 65 CONT Pnl. D Bg. day night



Sc. 65 CONT Pnl. E Bg. day night



EPISODE # 1025-184

1025/184

Production :

Dialog:	J: something's wrong goose...
Action:	- J FROWNS
Timing:	

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1025/184



# ADVENTURE TIME



Page 93  
NO PG 94  
day night

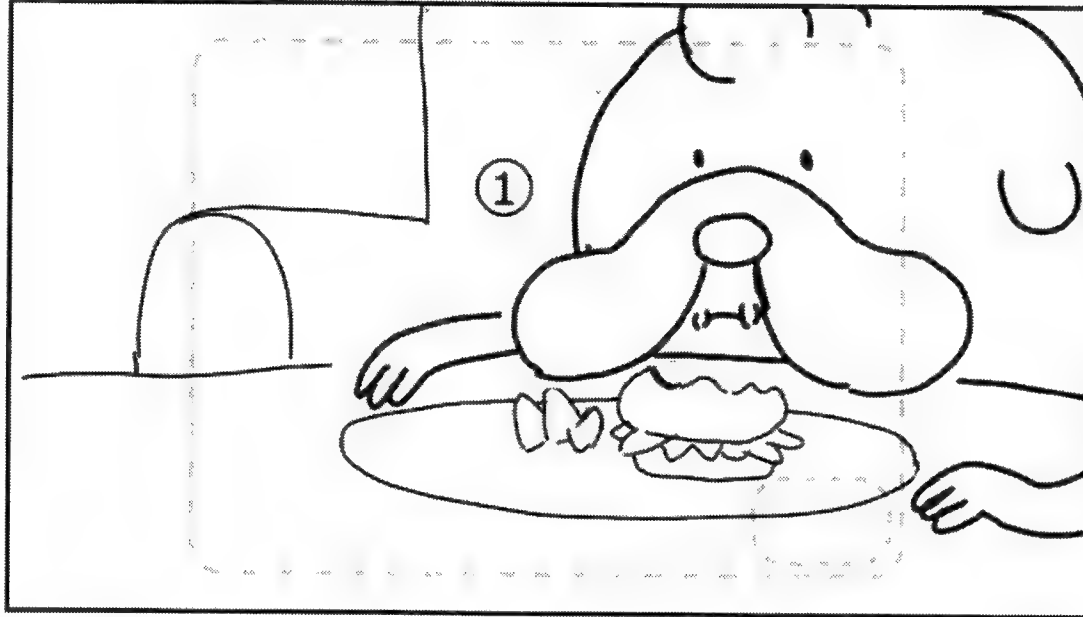
*Art*

Sc. 66

Pnl. A

Bg.

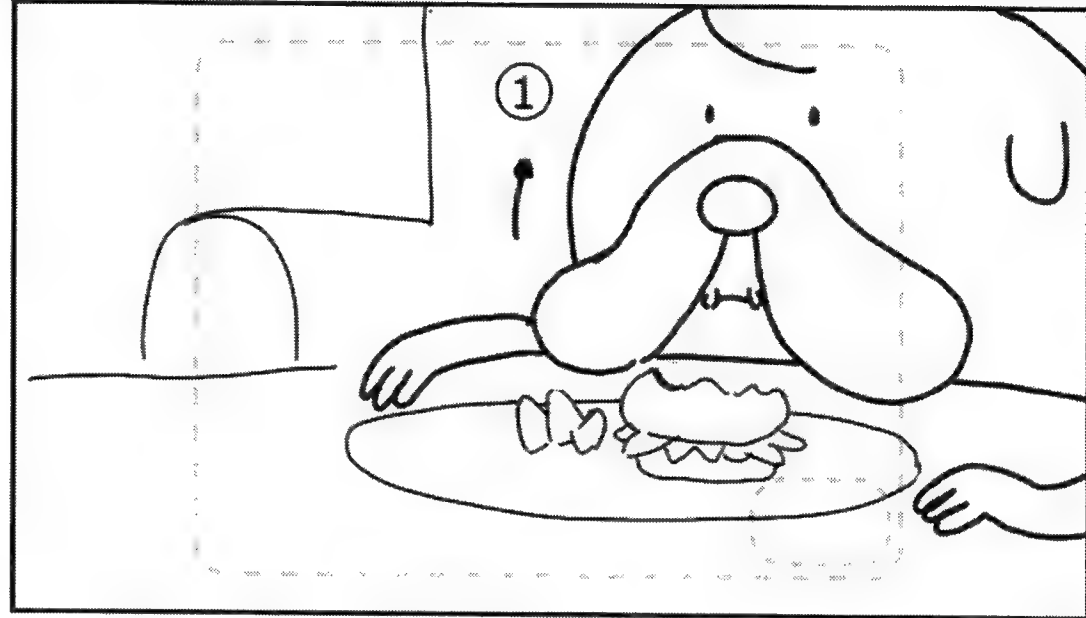
day night



Sc. 66 *CONT*

Pnl. B

Bg.

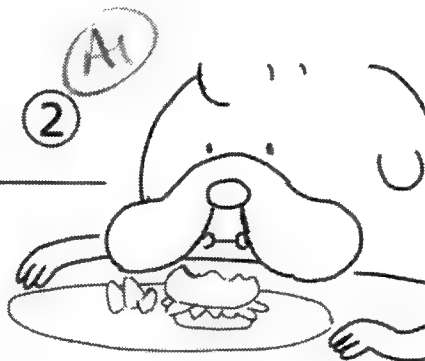


Dialog:

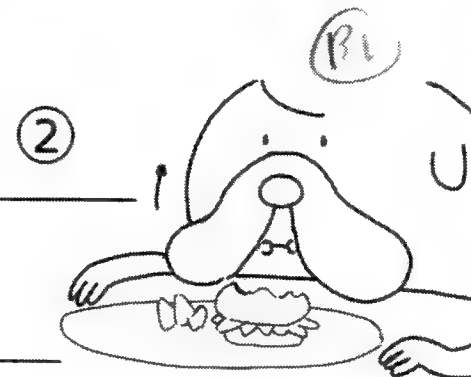
Action:

Goose chewing

Timing:



goose looks up  
still chewing



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Production:

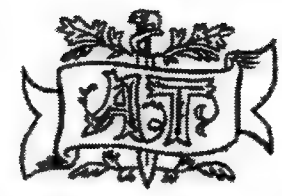
1025/184

1025/184



Cut

# ADVENTURE TIME



Page **95**  
day night

Sc. **57** Pnl. **A** Bg. day night



Sc. **57 CONT** Pnl. **B** Bg. day night



Dialog:	<u>J</u> : JAKEY CAN'T EAT ANY OF THESE NACHOS ...	<u>J</u> : BUT JAKEY NEED NACHOS ! <u>SFX</u> : [RUMBLING]
Action:	- J FLAILS HIS ARMS IN A TANTRUM	
Timing:	<div>MAY 09 2014</div>	

Hu  
Cut

EPISODE# 1025-184

Production :

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1025/184

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HA cut

# ADVENTURE TIME



Page **96**  
day night

cut

EPISODE #  
**1025-184**

Production :

1025/184

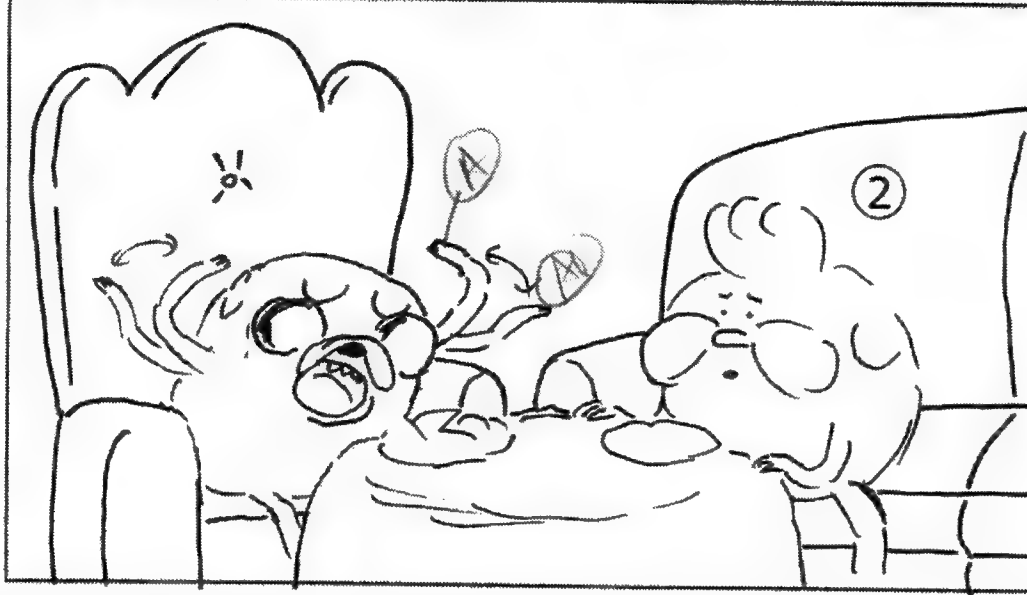
1025/184

Sc. **68**

Pnl. **A**

Bg.

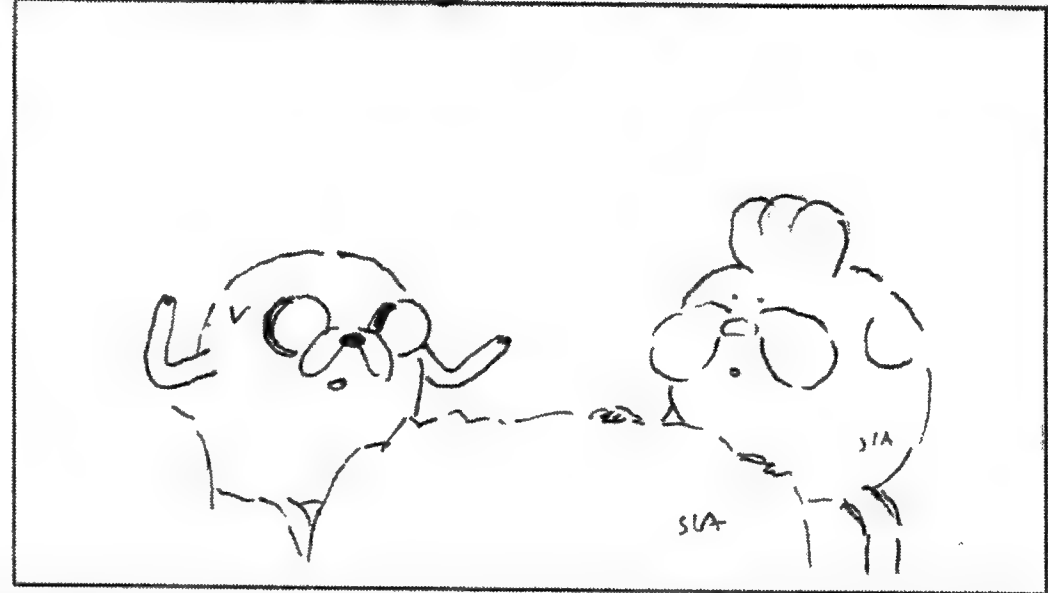
day night



Sc. **68 CONT** Pnl. **B**

Bg.

day night



Dialog:

J: (FREAKING OUT)  
UNNH! --

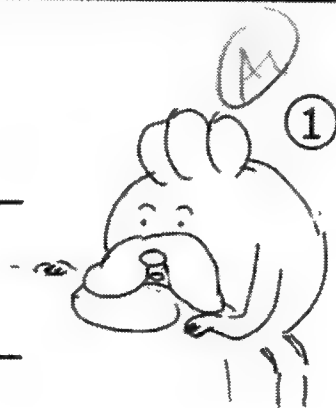
SFX: (KNOCK AT THE DOOR)

Action:

- J FLAILING ARMS

- J. STOPS FLAILING ARMS.

Timing:



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Cut

# ADVENTURE TIME



Page 97

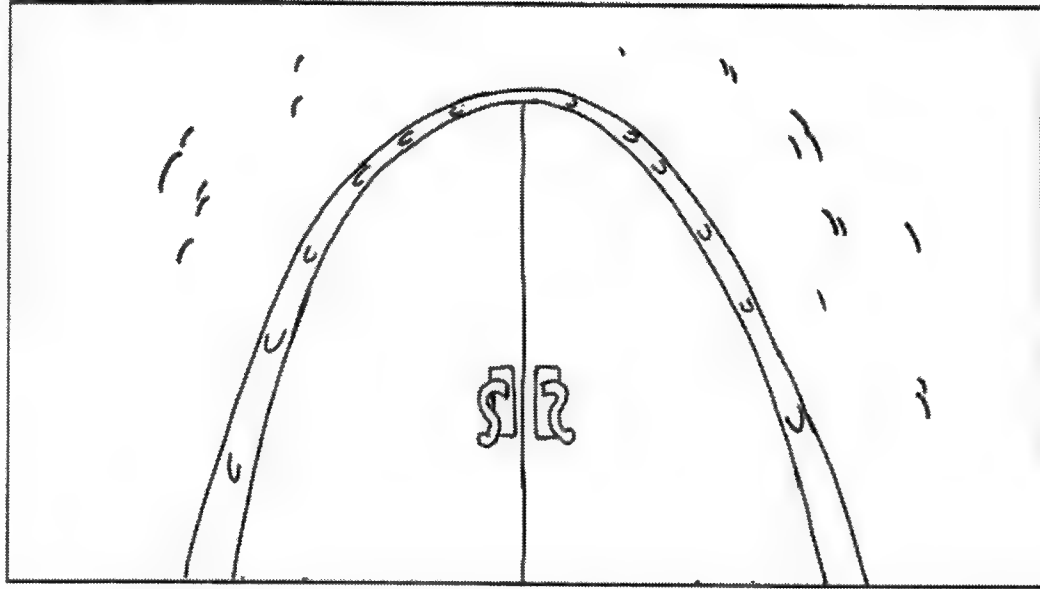
HW Cut

Sc. 69

Pnl. A

Bg.

day night

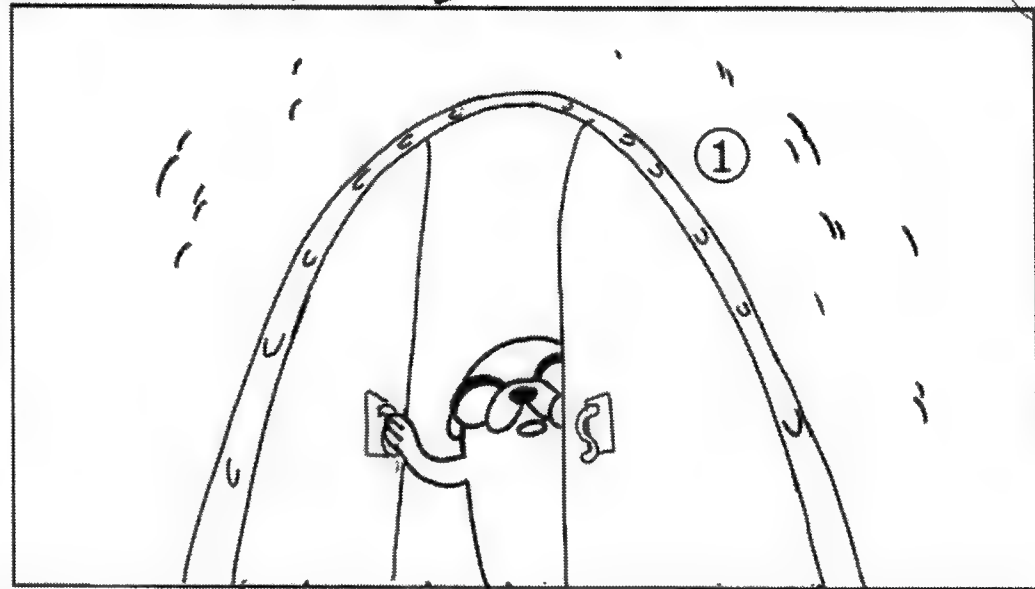


Sc. 69

CONT Pnl. B

Bg.

day night



Dialog:

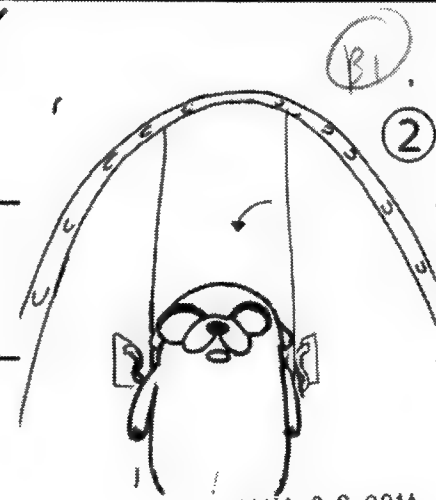
URCHIN: (COCKNEY ACCENT) <sup>(O/S)</sup> MISTAH JAKE! MISTAH JAKE!

Action:

SFX \*KNOCKING\*

Door opens.

Timing:



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Production :

1025/184



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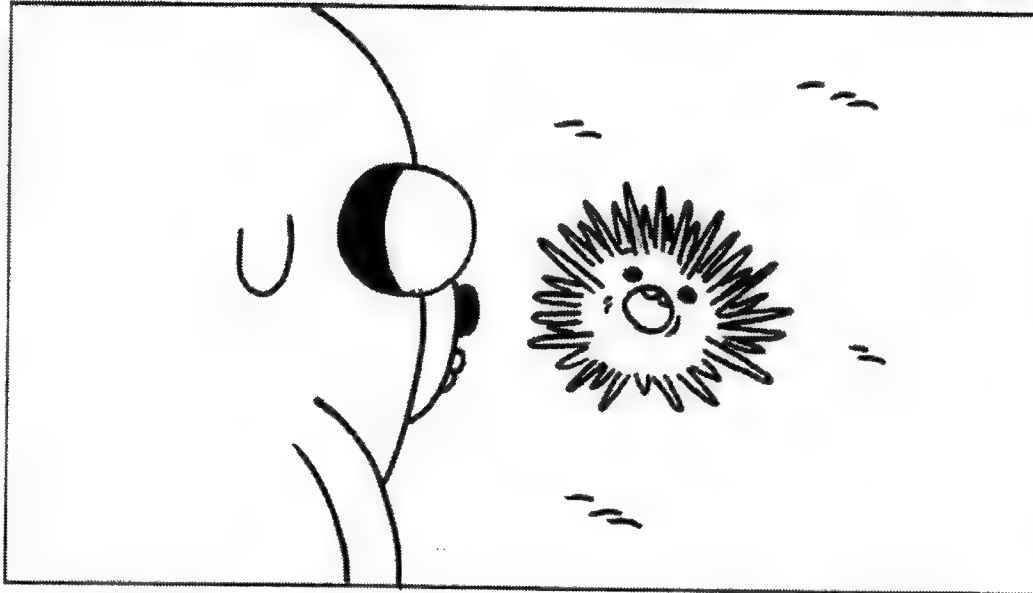


Sc. 70

Pnl. A

Bg.

day night



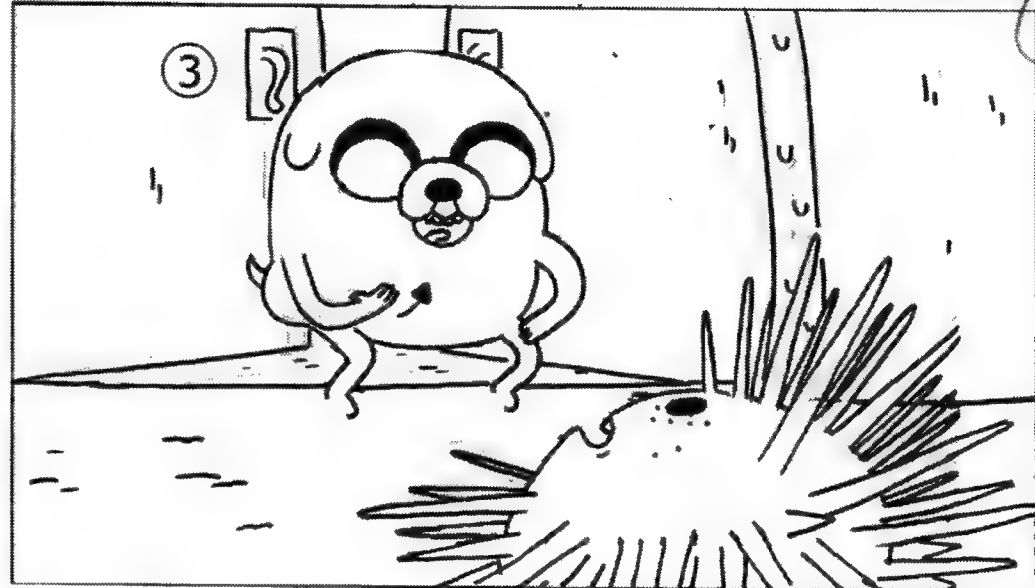
Sc. 71

Pnl. A

Bg.

Page 98

day night

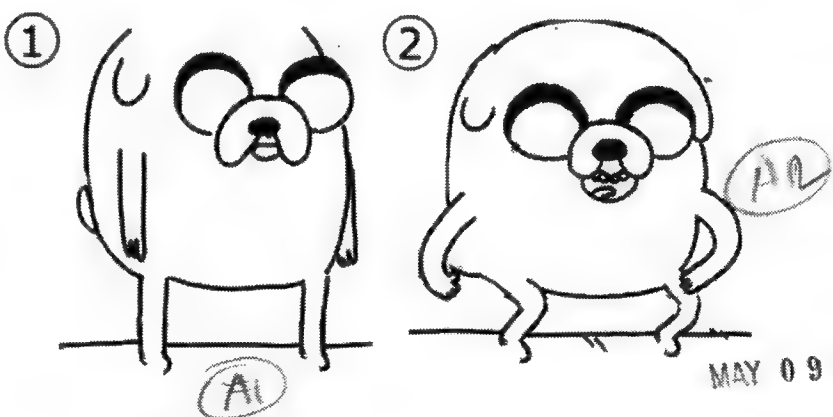


Dialog: U: Mister Jake! The mayor wants to see you straight away!

Action:

Timing:

J: Alright lad, show me the way!



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Production :

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# ADVENTURE TIME



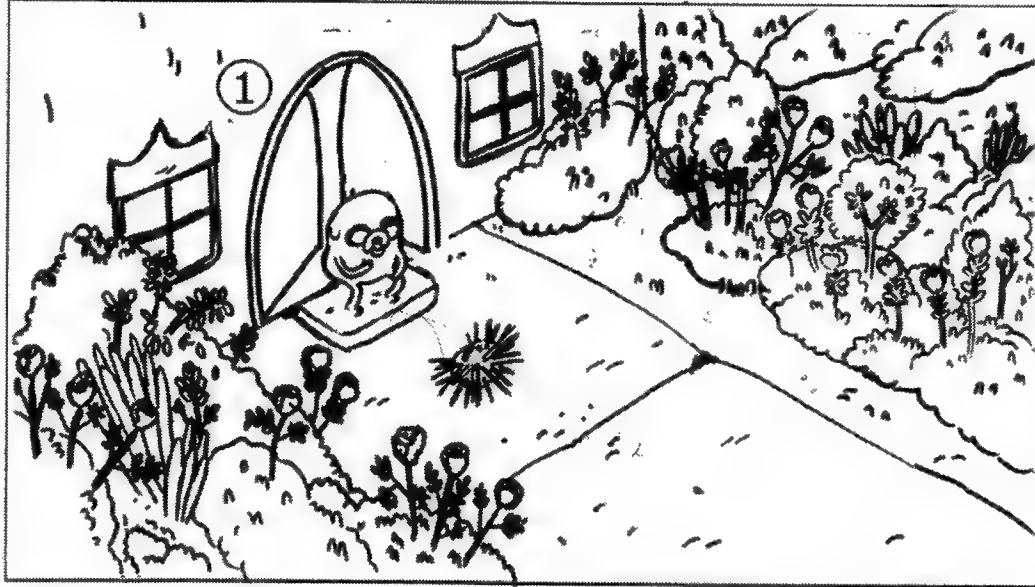
Page 99  
99A NEXT  
day night

Sc. 72

Pnl. A

Bg.

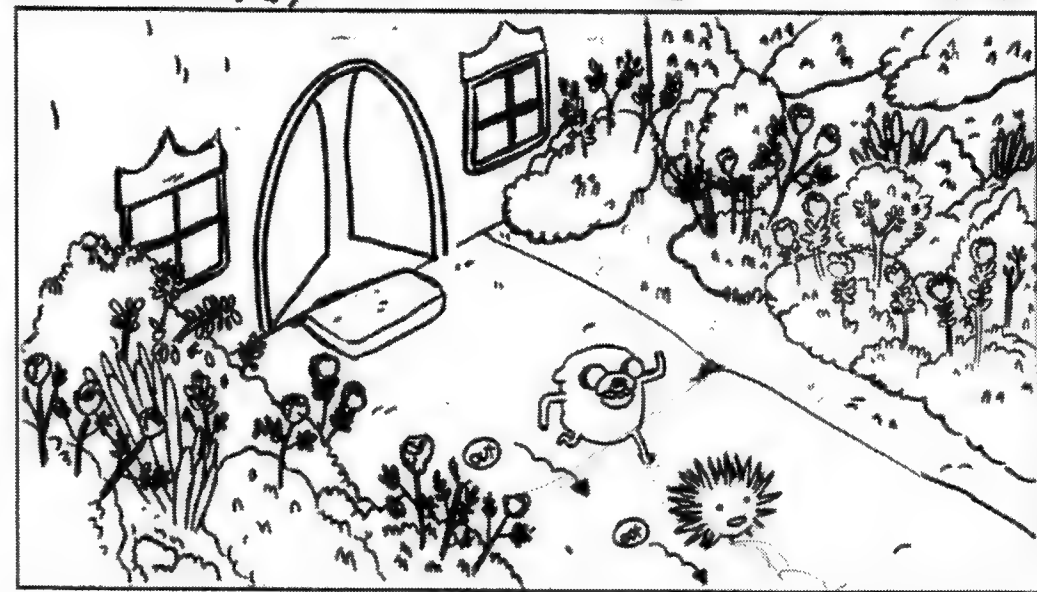
day night



Sc. 72 CONT

Pnl. B

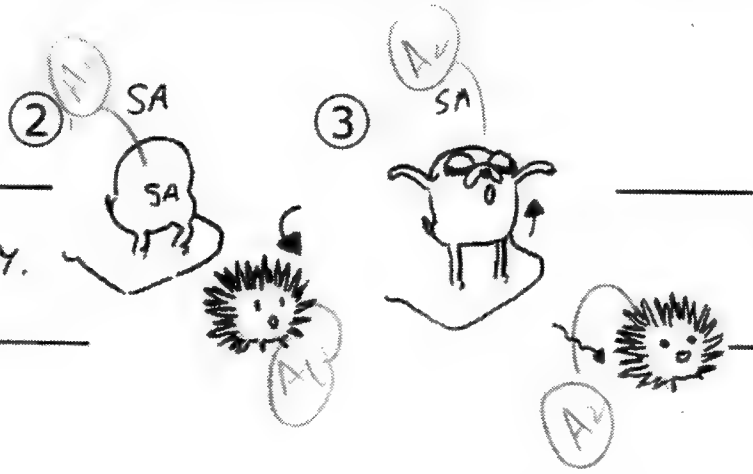
Bg.



Dialog:

Action: - URCHIN TURNS AND SHUFFLES AWAY.

Timing:

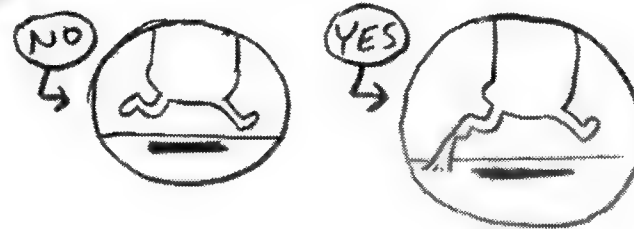


J: [RUNNING]

ACTION: - JAKE FOLLOWS URCHIN OFF/S.

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NOTE: - JAKE IS NEVER COMPLETELY AIR BORN WHEN RUNNING. KEEP AT LEAST ONE FOOT ATTACHED AT ALL TIMES.



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Production :

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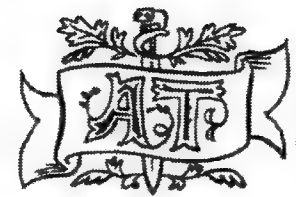
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# ADVENTURE TIME



*Cut w/wide @ post*

Page 99A

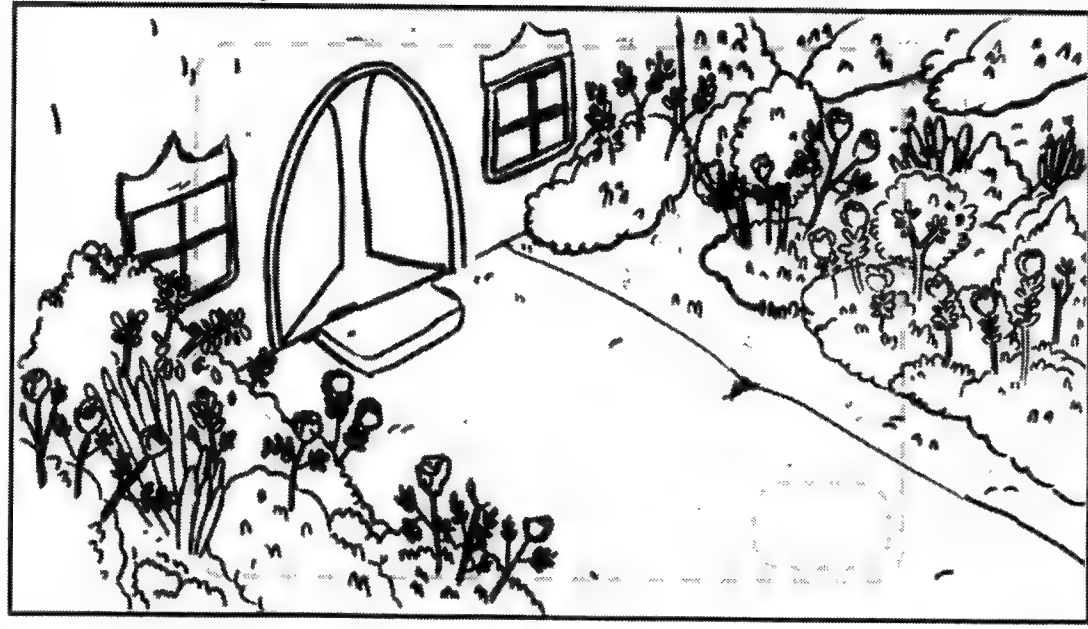
*100 NEXT*  
day night

Sc. 72 *cont*

Pnl. C

Bg.

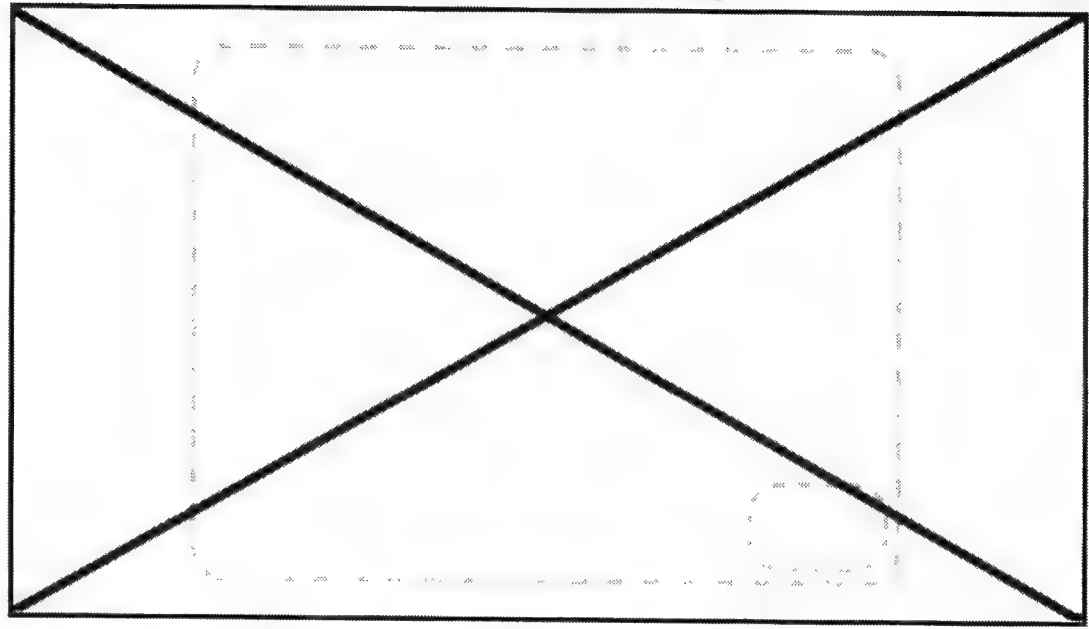
day night



Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

MAY 09 2014

EPISODE # 1025-184

Production:

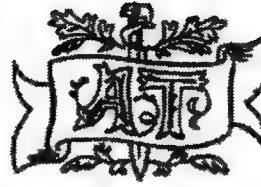
1025/184

1025/184



Cut  
reunited  
post

# ADVENTURE TIME



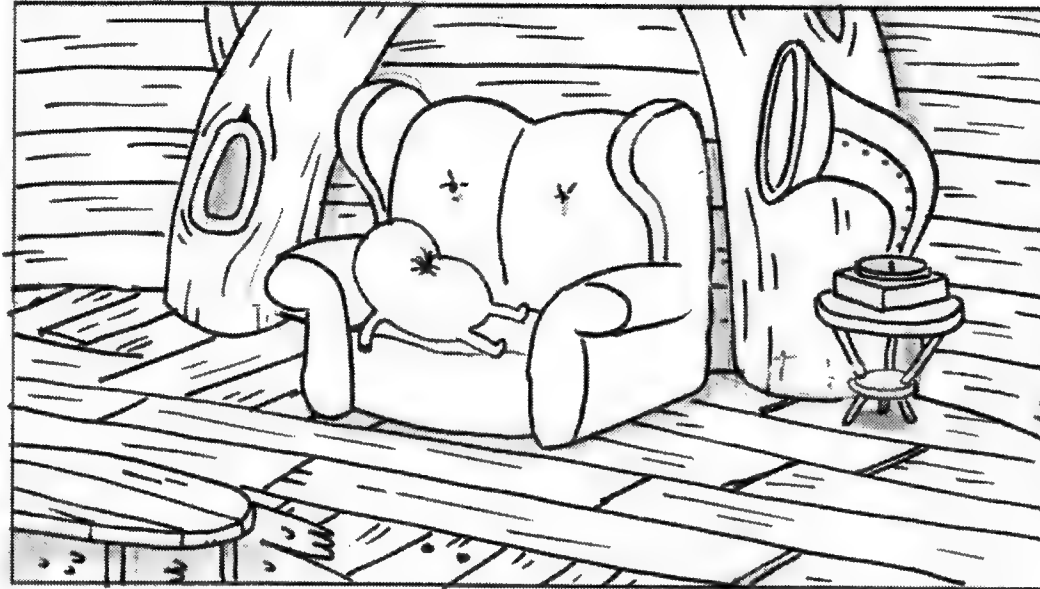
Page 100

Sc. 73

Pnl. A

Bg.

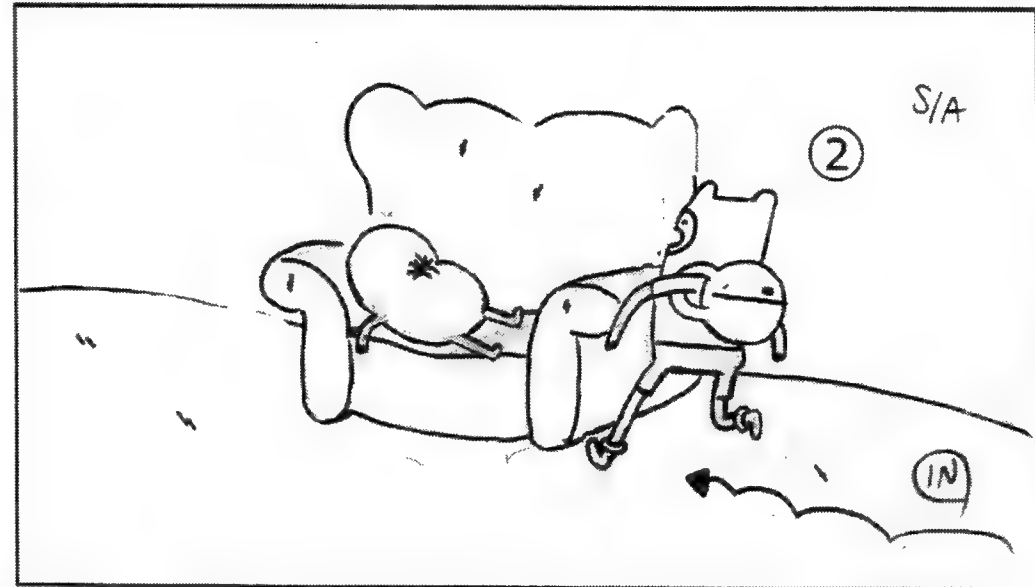
day night



Sc. 73 cont Pnl. B

Bg.

day night



Dialog:

F: (O/S) JAKE !!

Action:

- INT. TREEHOUSE.

F: HEY, I GOT A FOR REAL  
IMPORTANT QUESTION...

- F WALKS ON, S.

Timing:

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Production :

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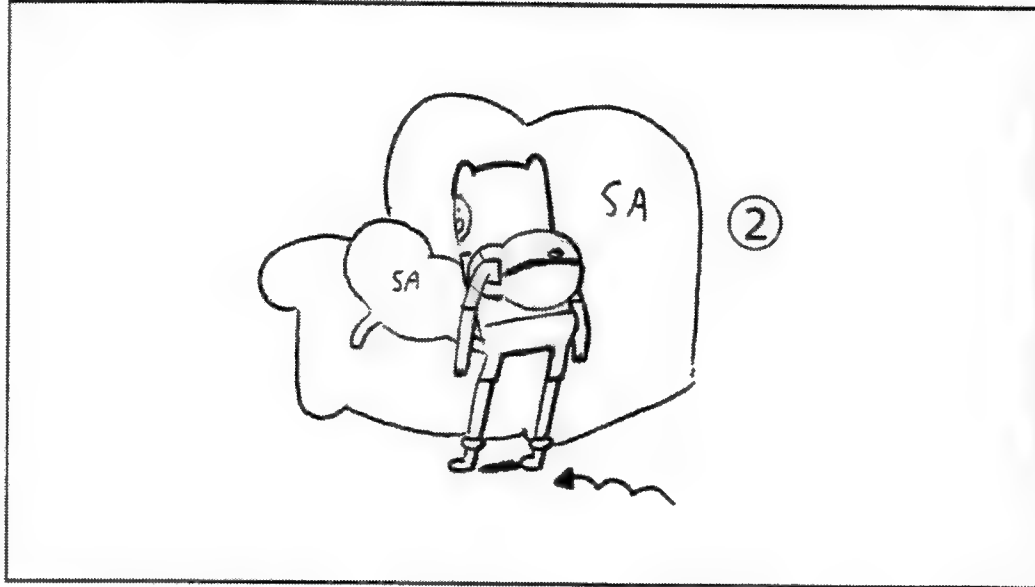
Page 101

*Hu Cut*

Sc. 73 CONT Pnl. C

Bg.

day night

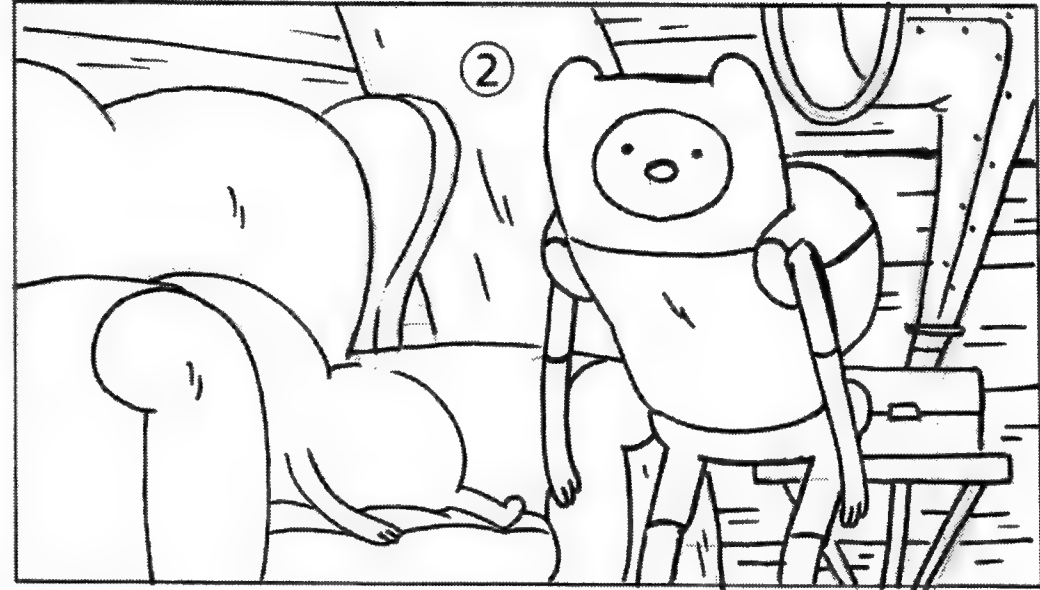


Sc. 74

Pnl. A

Bg.

day night



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EPISODE #

1025/184

Production :

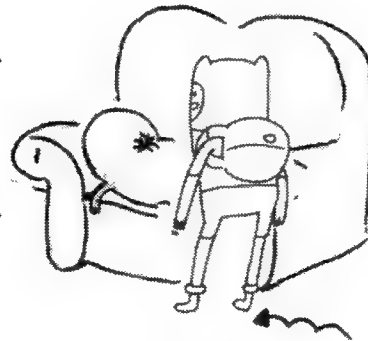
Dialog:

F: Do you like cereal in your cake?

F: JAKE?

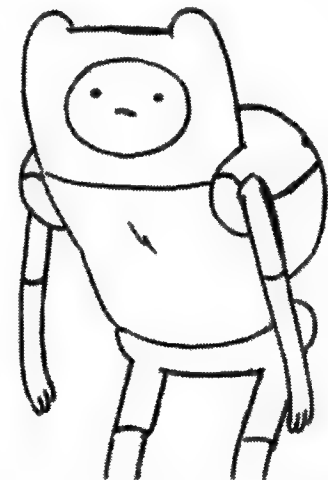
Action:

Timing:



①

①



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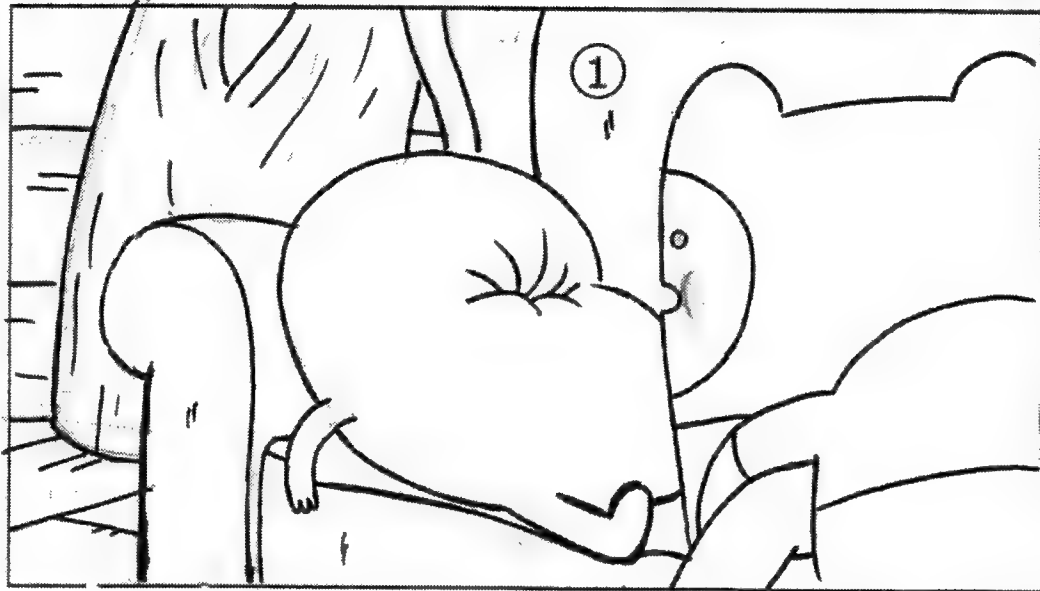
HY  
Cost

# ADVENTURE TIME

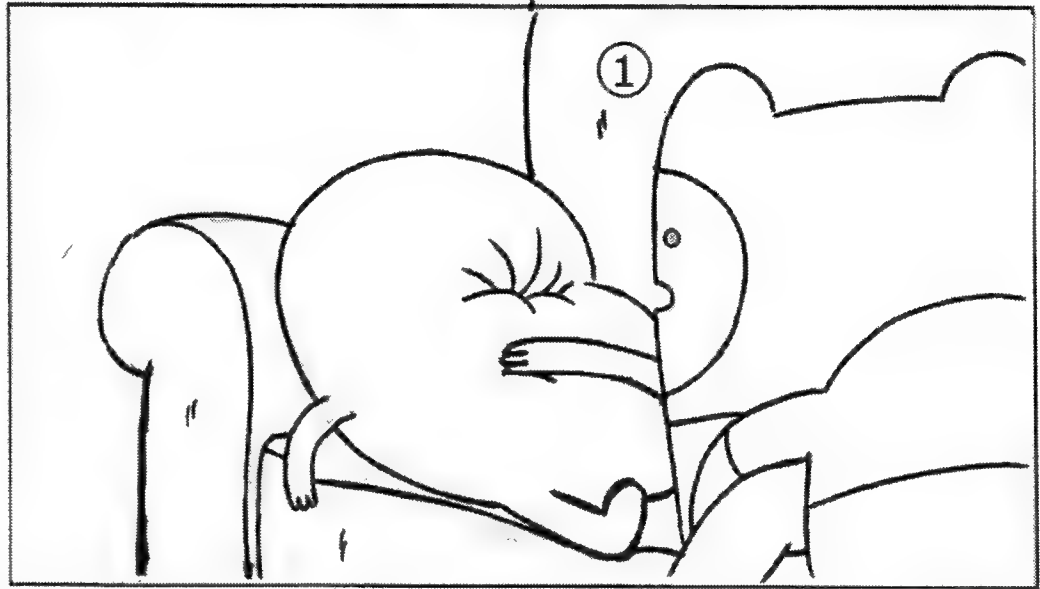


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Sc. 75 Pnl. A Bg. day night



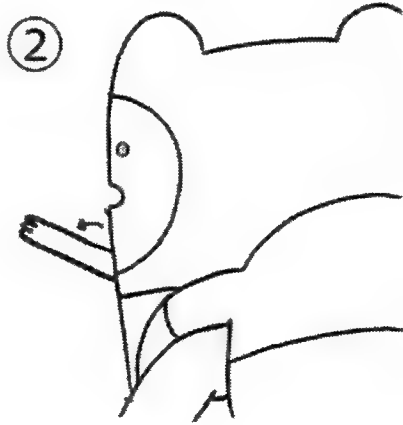
Sc. 75 CONT Pnl. B Bg. day night



Dialog:

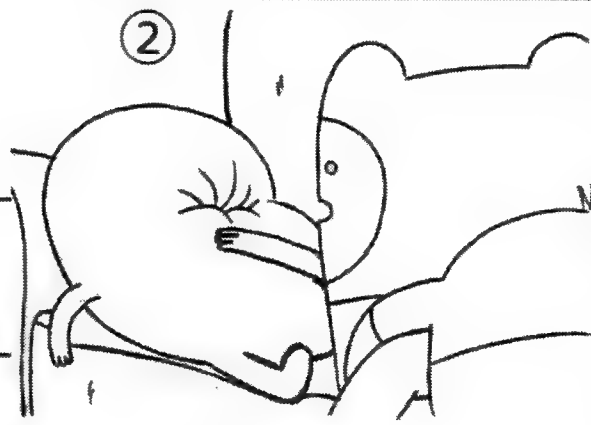
Action:

Timing:



cycle 1 & 2

finn nudges jake



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S/A

# ADVENTURE TIME



Art

Page **103**  
**NO PG 104**  
day night

Sc. **75 CONT** Pnl. **C**

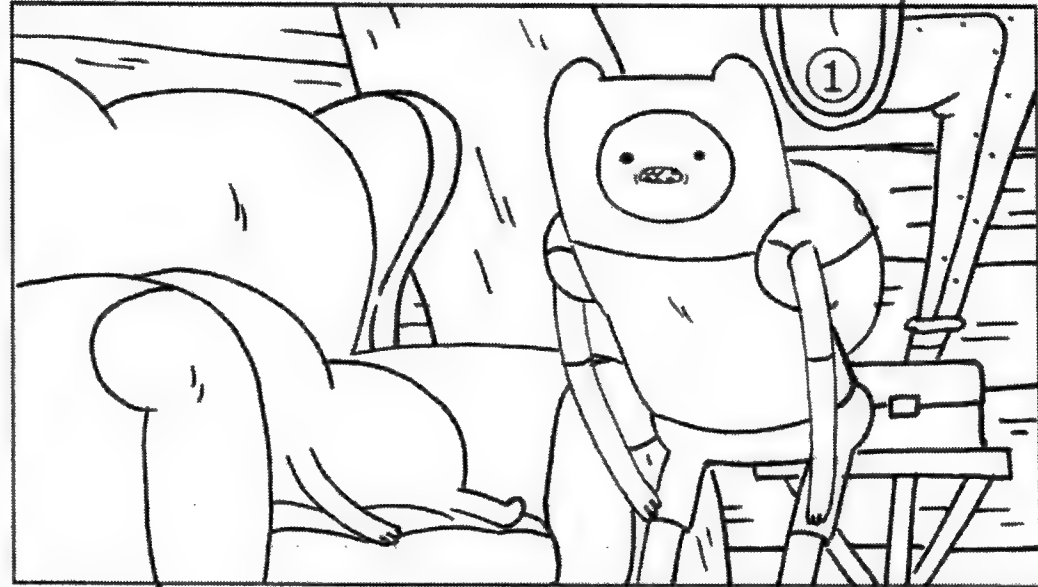
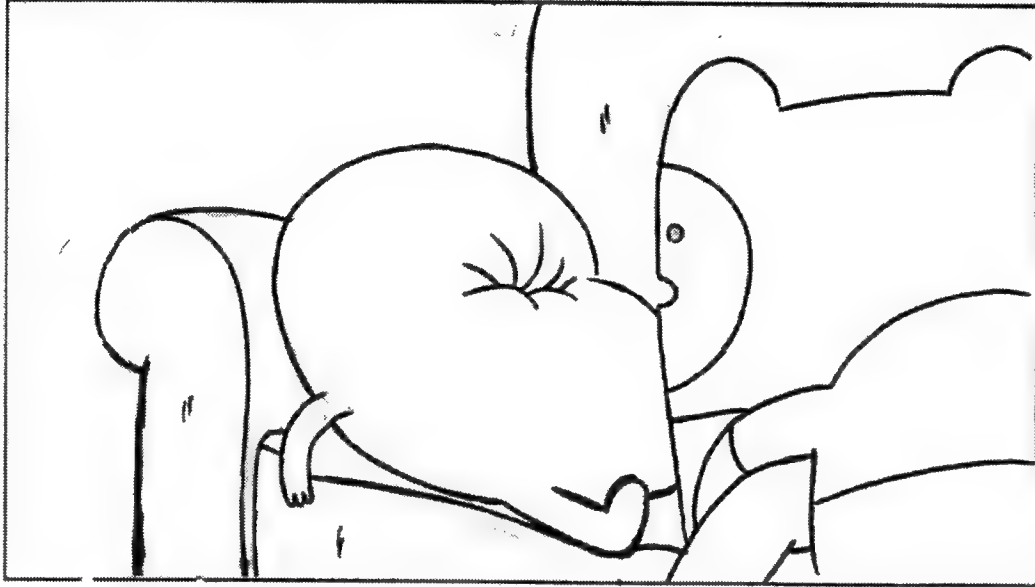
Bg.

day night

Sc. **76**

Pnl. **A**

Bg.



Dialog:

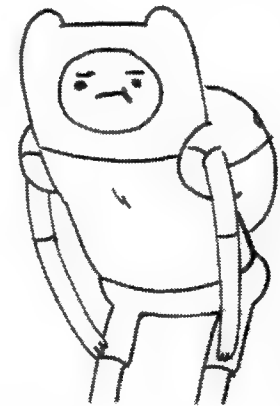
F: hmmm

②

Action:

Timing:

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# ADVENTURE TIME

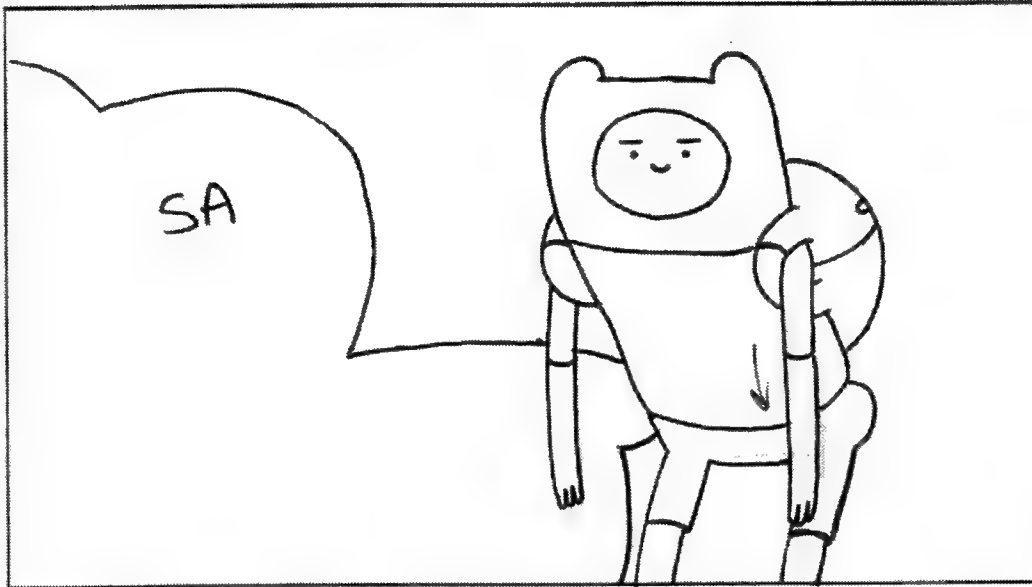


NO SC'S  
77-78

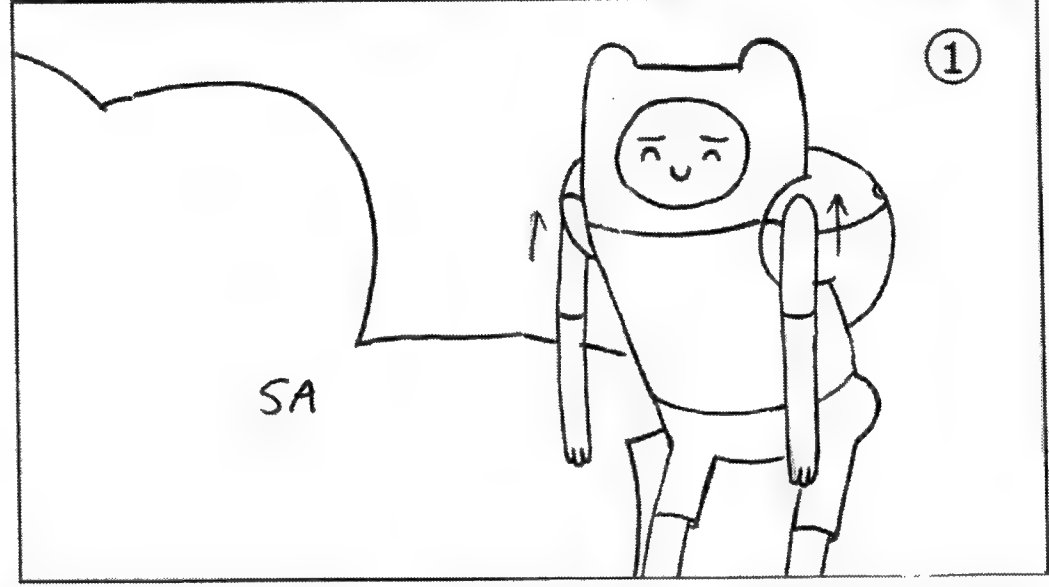
Page 105

Cat  
w/ wip e

Sc. 76 CONT Pnl. B Bg. day night



Sc. 76 CONT Pnl. C Bg. day night



EPISODE # 1025-184

1025/184

Production :

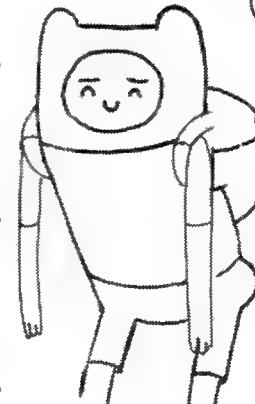
Dialog:

Action:

Timing:

F: mm-mm

-F Shrugs shoulders.



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WIPE

1025/184



Get w/ wipe

# ADVENTURE TIME



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Sc. 79

Pnl. A

Bg.

day night

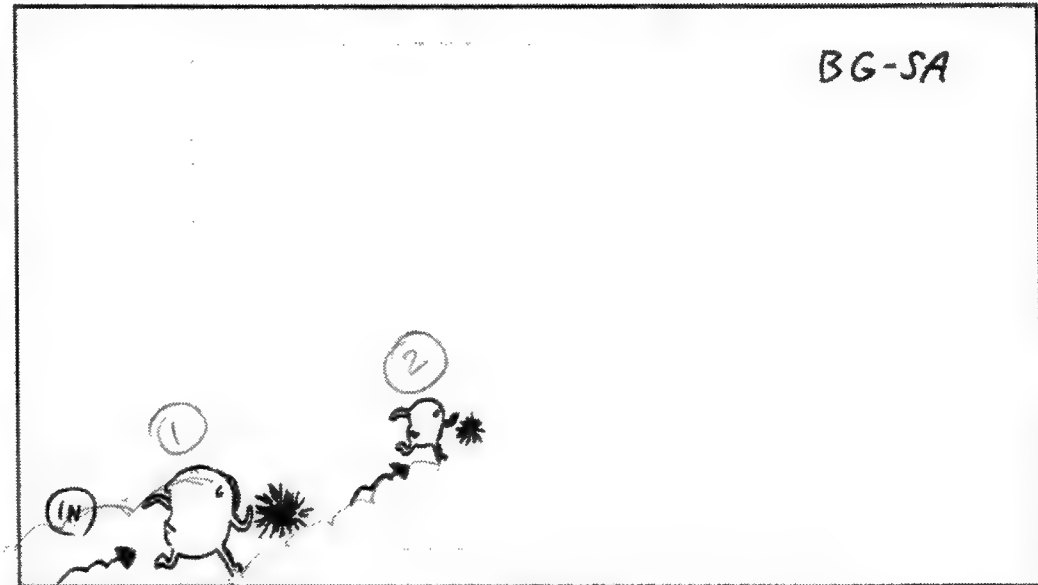
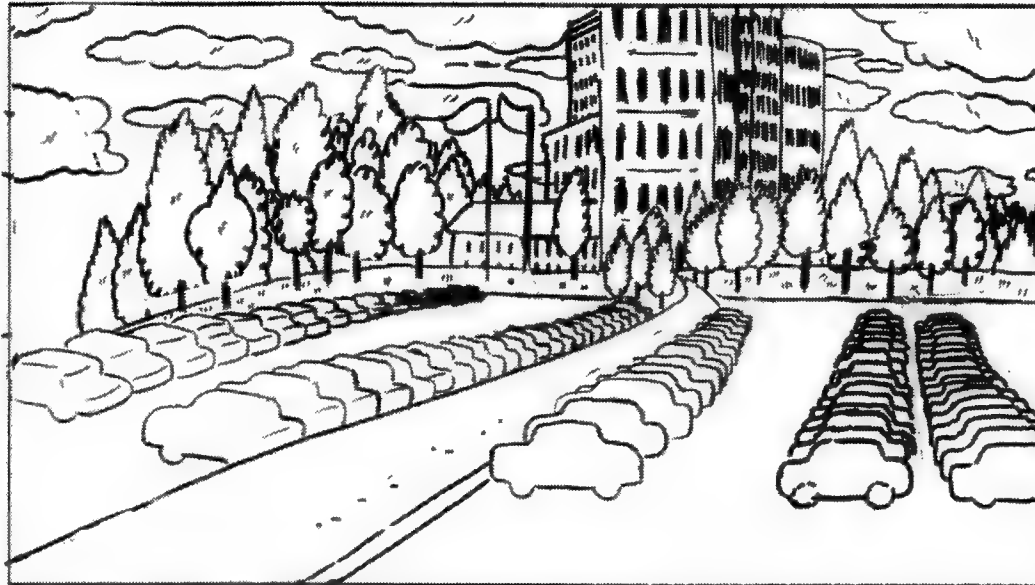
Sc.

79 cont Pnl. B

Bg.

day night

cut



BG-SA

Dialog:

Action: -EXT CITY HALL.

-J+ URCHIN RUN ON/S

Timing:

-NOTE: KEEP AT LEAST ONE OF JAKE'S FEET ATTACHED TO THE GROUND AT ALL TIMES. J. IS NEVER COMPLETELY AIR BORN.



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# ADVENTURE TIME



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day night

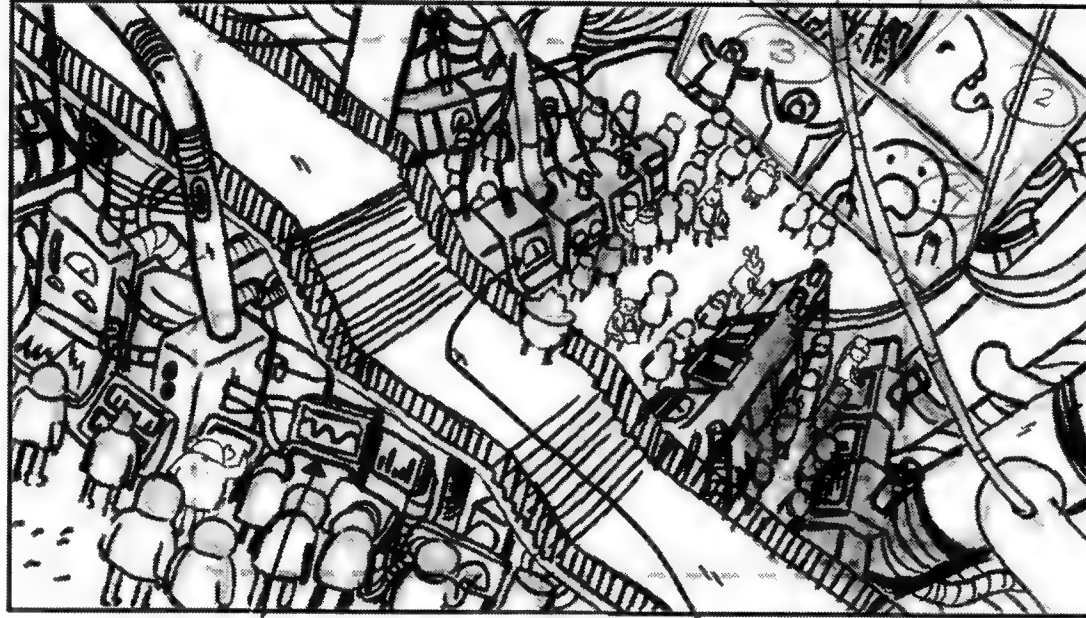
107A NEXT

Sc. 80

Pnl. A

Bg.

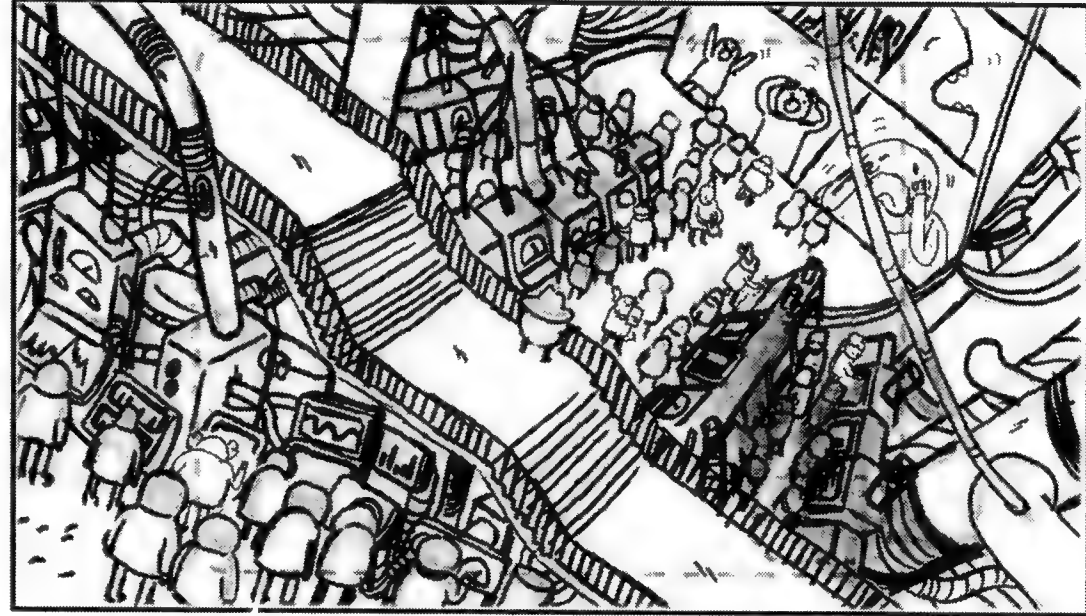
day night



Sc. 80 CONT

Pnl. B

Bg.



Dialog:



①  
CYCLE: ②



CYCLE

Action:

mayor looking at megascreen  
above lab floor

Timing:

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Production:

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# ADVENTURE TIME



*Handwritten:* H's  
Curt

Page 107A

*Handwritten:* 108 NEXT  
day night

Sc. 80 *CONT*

Pnl. C

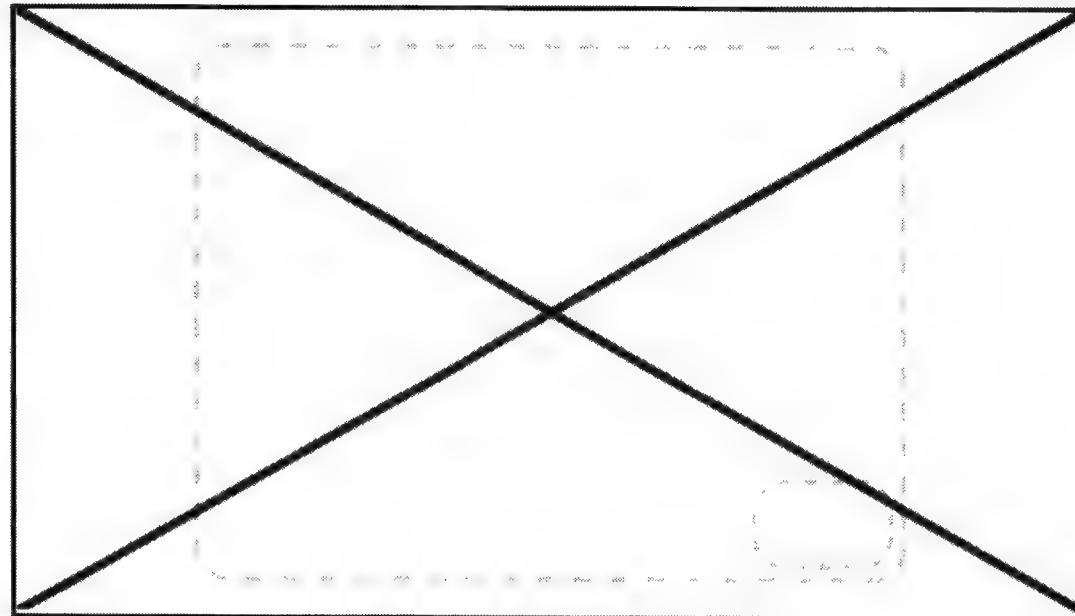
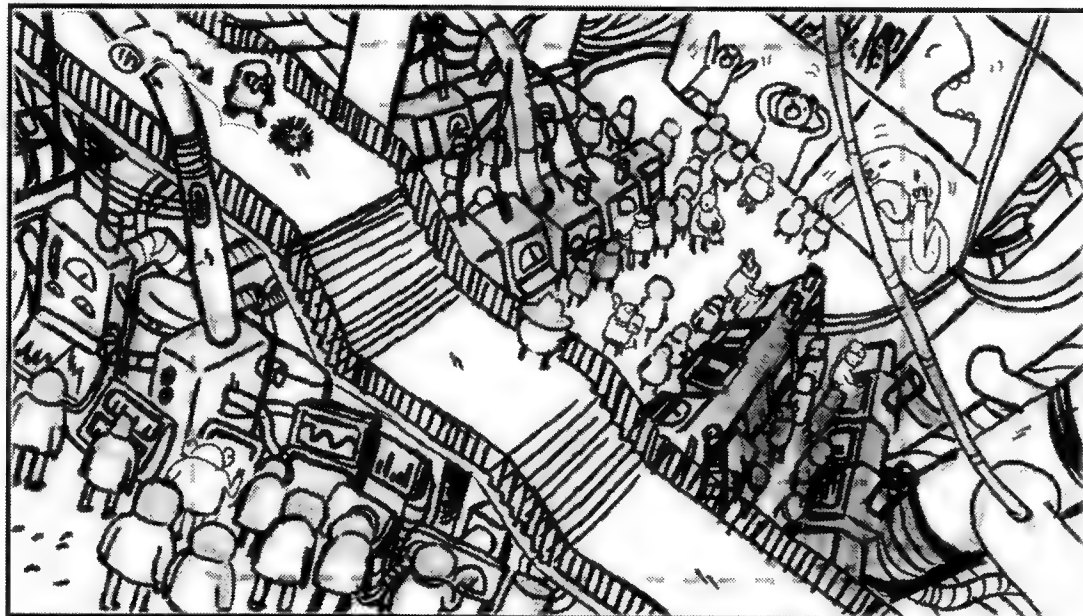
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

jake and urchin walk in

MAY 09 2014

Timing:

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1025/184

Production:

1025/184



Hi Cut

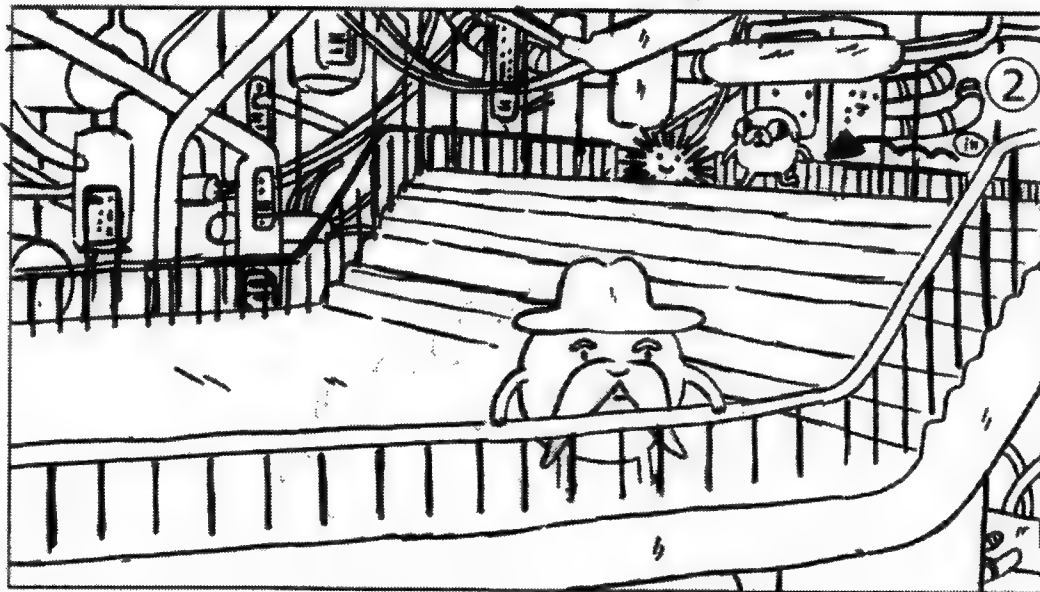
# ADVENTURE TIME



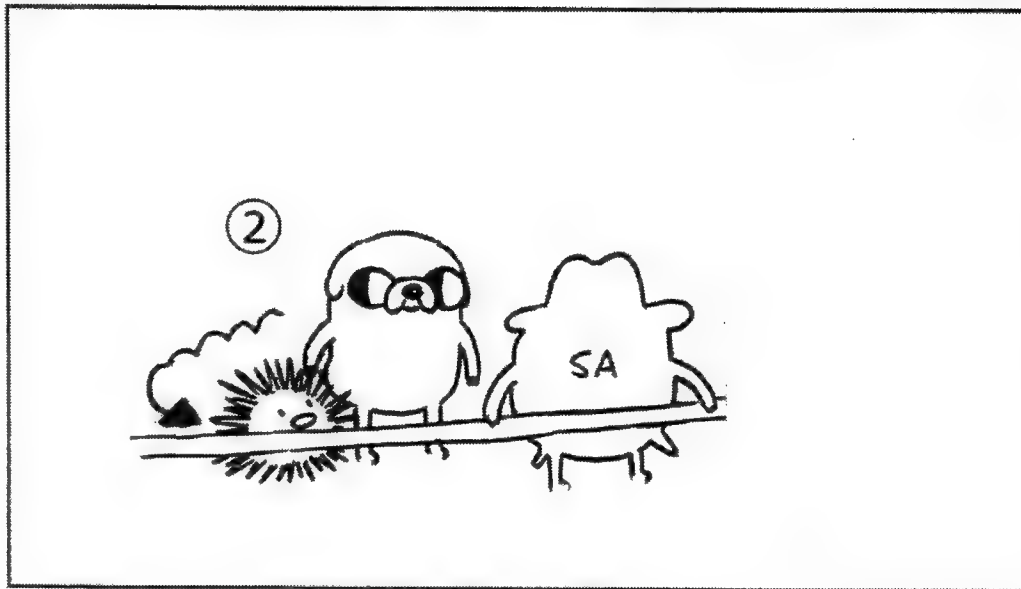
Page 108

Hi Cut

Sc. 81 Pnl. A Bg. day night



Sc. 81 CONT Pnl. B Bg. day night

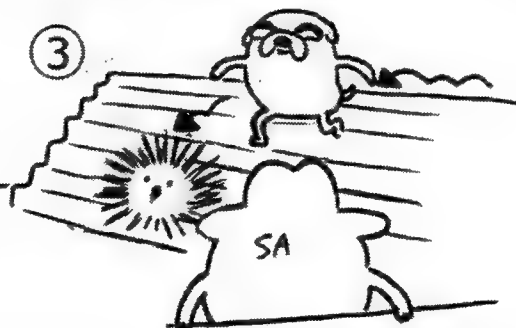


Dialog:

①



③



Action:

- URCHIN LEADS J. ON/IS.

- J + URCHIN HURRY DOWN STAIRS.

①



Timing:

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Production :

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1025/184



# ADVENTURE TIME



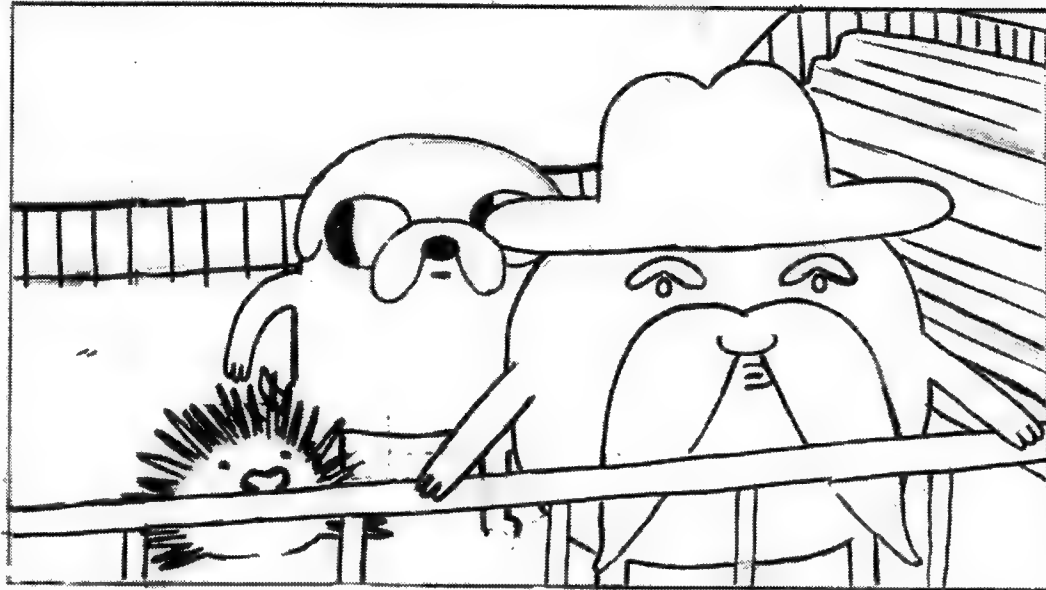
Page 109

Sc. 82

Pnl. A

Bg.

day night

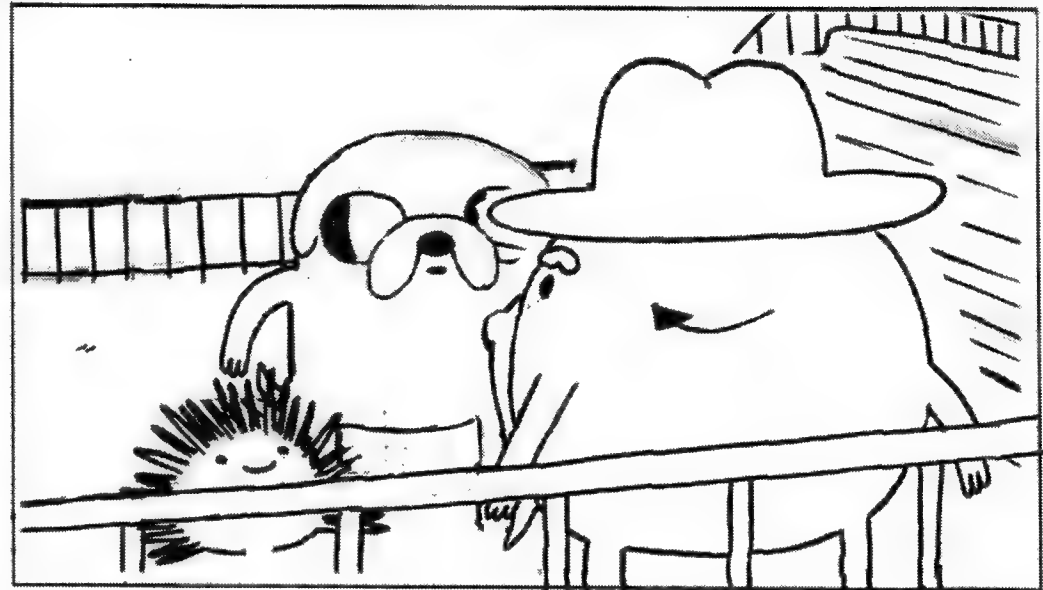


Sc.

82 cont Pnl. B

Bg.

day night



Dialog:

U: Mr. Mayor?

M:

Urchin. Thank you for your help. Help yourself to the herring cakes

Action:

-MAYOR TURNS,

Timing:

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EPISODE # 1025-184

Production :

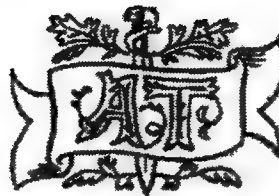
1025/184

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1025/184



# ADVENTURE TIME

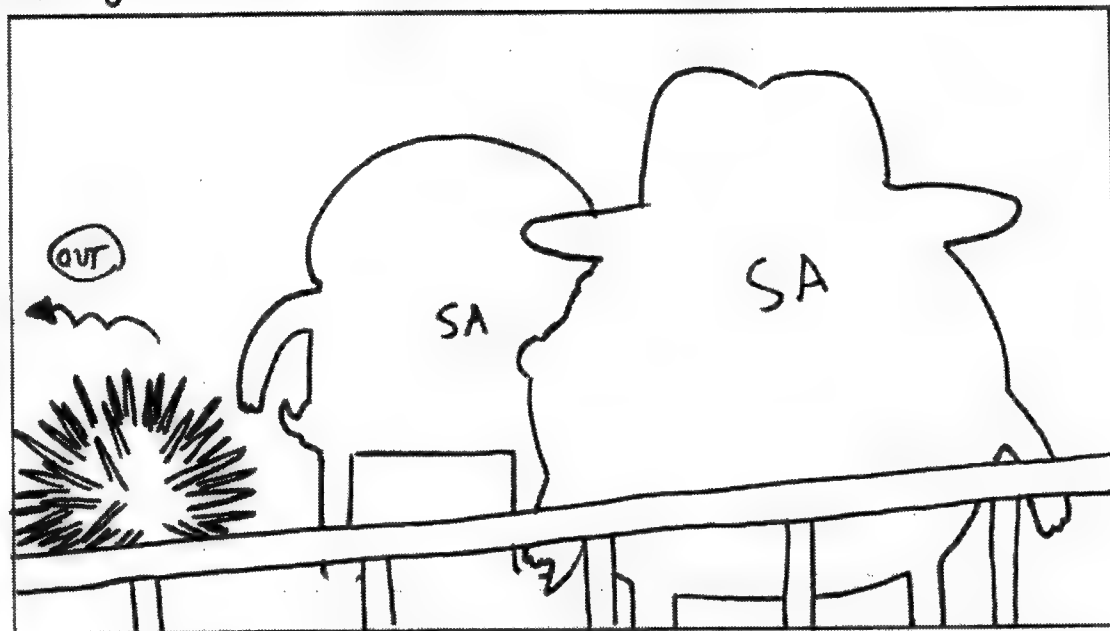


Page 110

Sc. 82 cont Pnl. C

Bg.

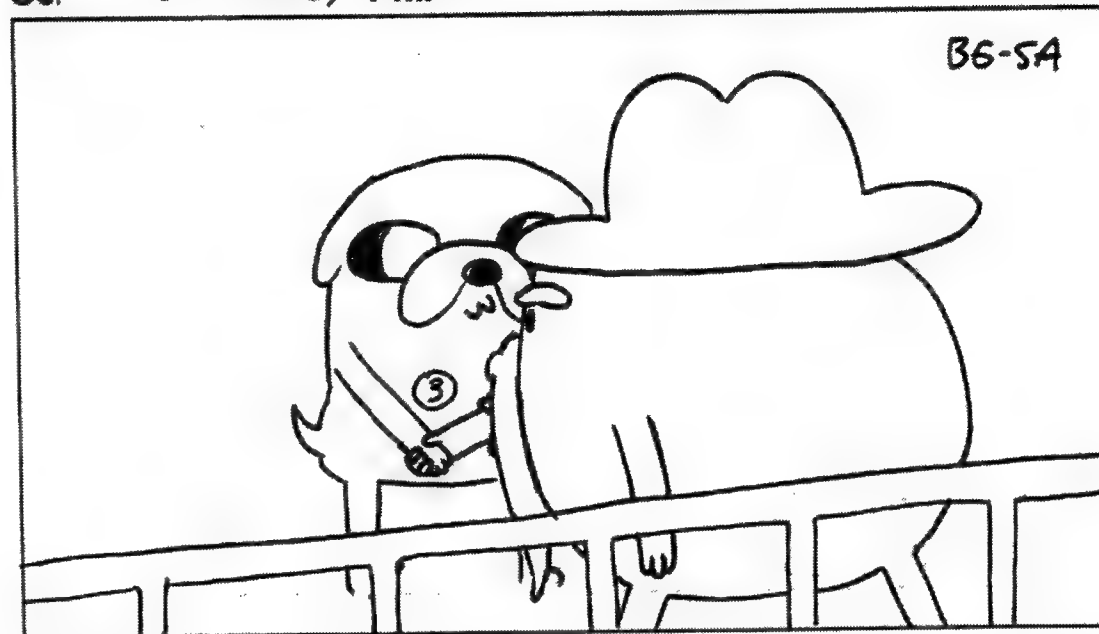
day night



Sc. 82 cont Pnl. D

Bg.

day night



Dialog:

U: ROIGHT-O ...

M: Hello, Jake, Thanks for making it.

Action:

- URCHIN SHUFFLES OFF/S.

-MAYOR SHAKES JAKE'S HAND. (2, 3, 2, 3)

Timing:



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1025/184

Production :



# ADVENTURE TIME



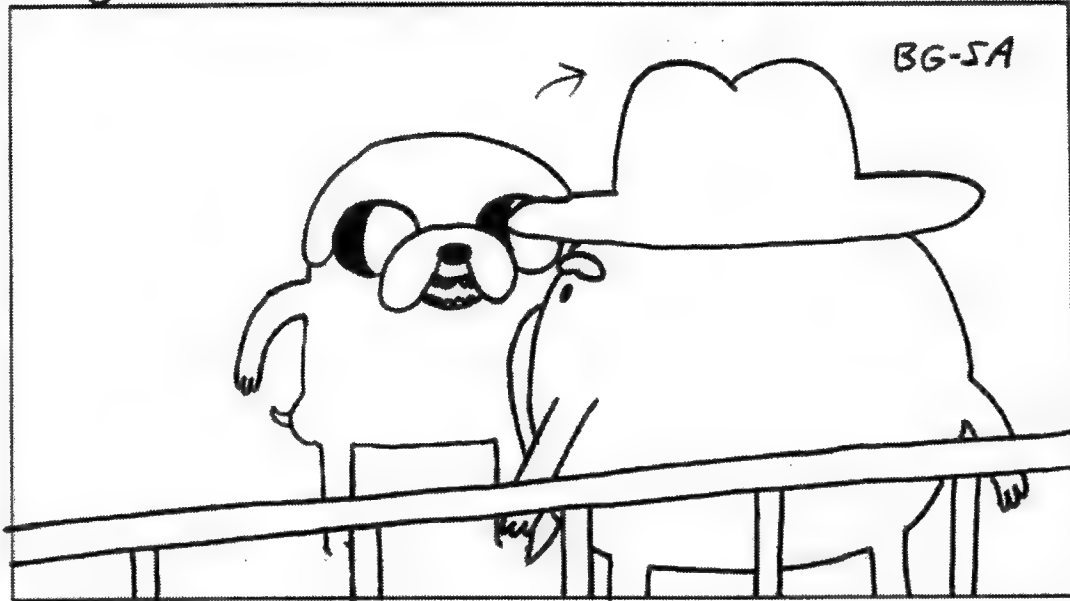
Ho  
Cut

Page 111

Sc. 82 CONT Pnl. E

Bg.

day night

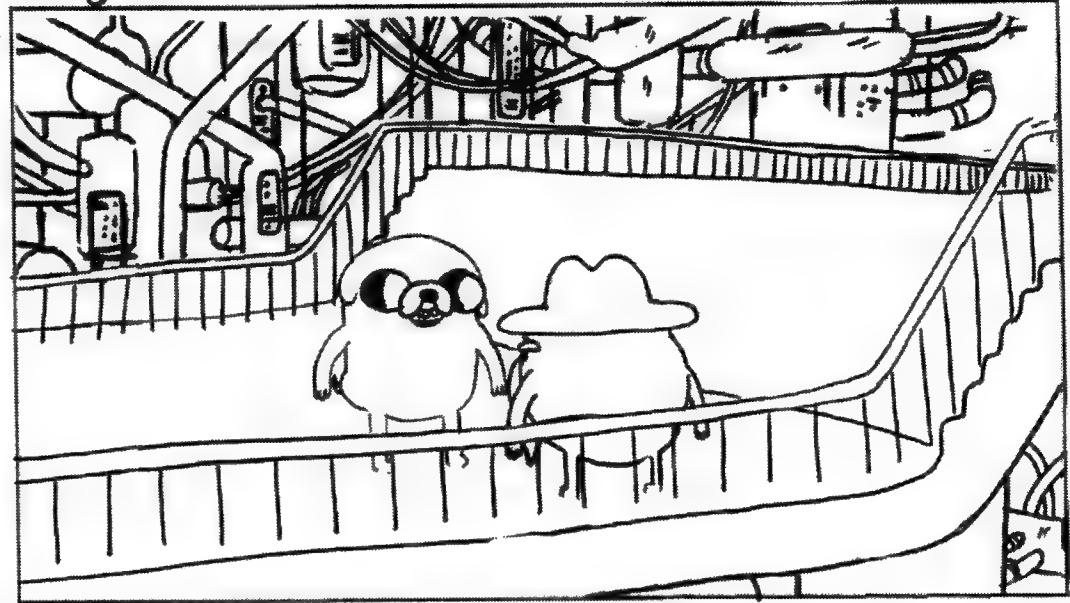


Sc. 83

Pnl. A

Bg.

day night



Dialog:

J : <sup>Heh,</sup>  
OKAY...

Action:

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Timing:

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Production :

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1025/184

1025/184



# ADVENTURE TIME



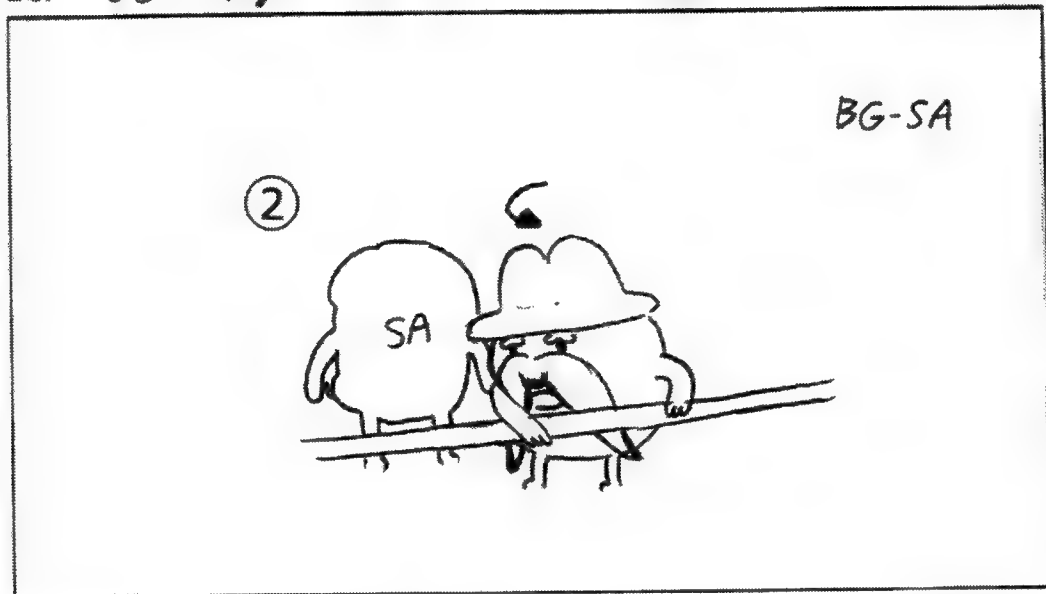
Page 112

*hu*  
*Cut*

Sc. 83 cont Pnl. B

Bg.

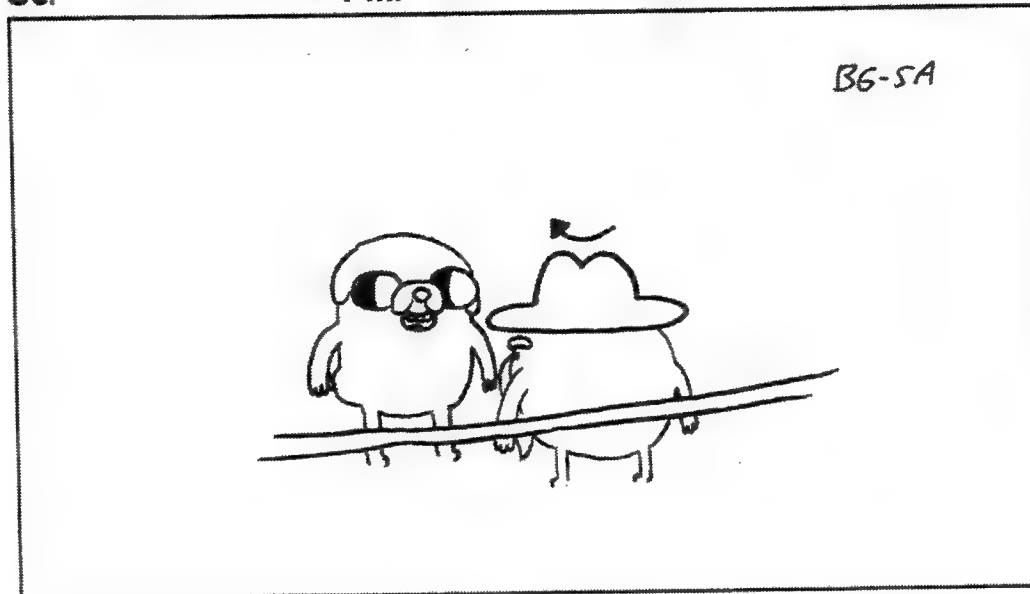
day night



Sc. 83 cont Pnl. C

Bg.

day night



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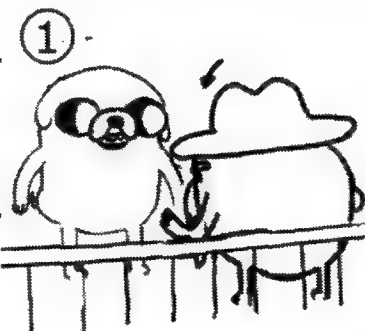
Production :

1025/184

Dialog:

M: now look, we're at orange alert here.  
below us are gathered the city's top minds

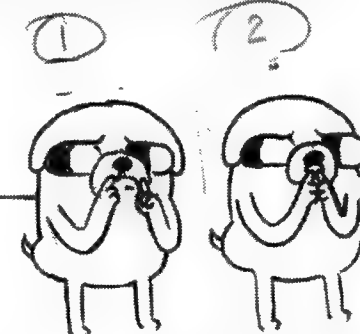
Action:



Timing:

J: MM...

- J. TAPS FINGERS  
TOGETHER THOUGHTFULLY



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# ADVENTURE TIME



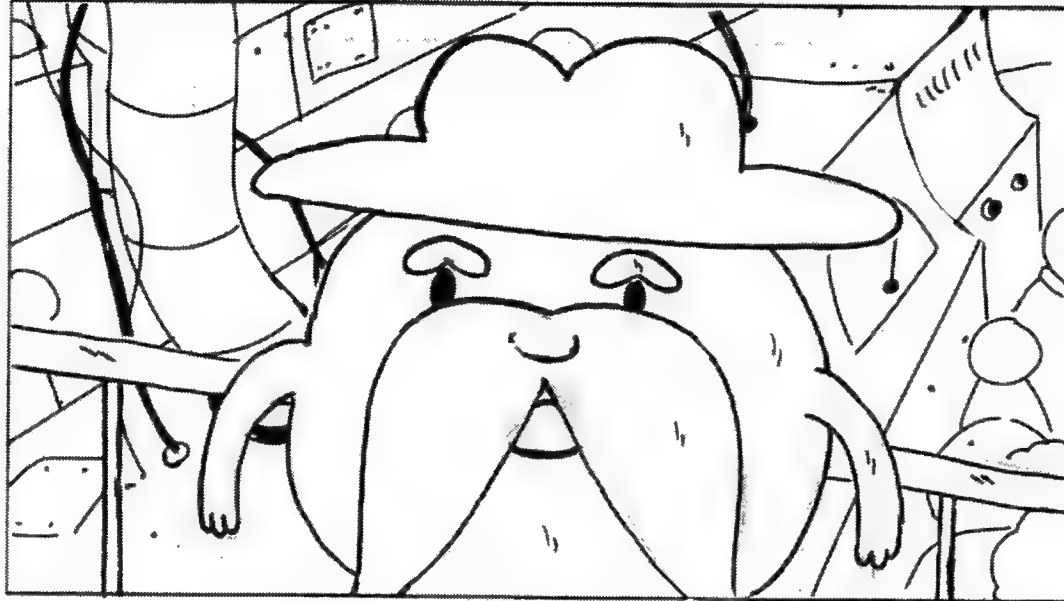
Page 1/3

Sc. 84

Pnl. A

Bg.

day night

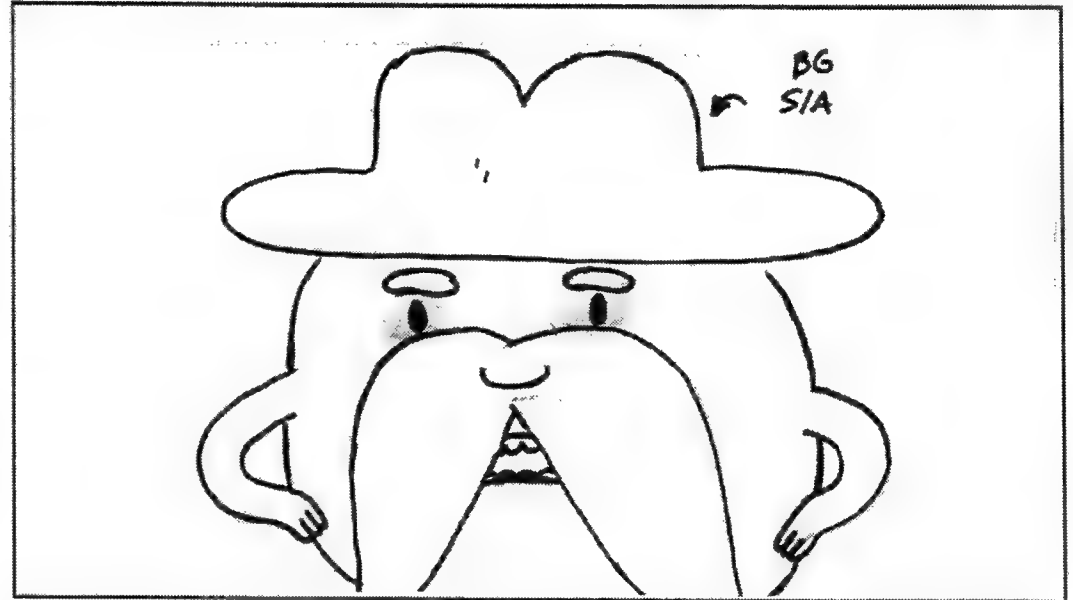


Sc.

84 CONT Pnl. B

Bg.

day night



Dialog:

M: And they've noticed that  
our seismographic troubles have  
increased EXPONENTIALLY - -

m: since your arrival.

Action:

Timing:

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Production :

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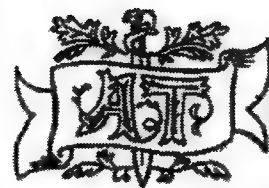
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HW  
Cat

# ADVENTURE TIME



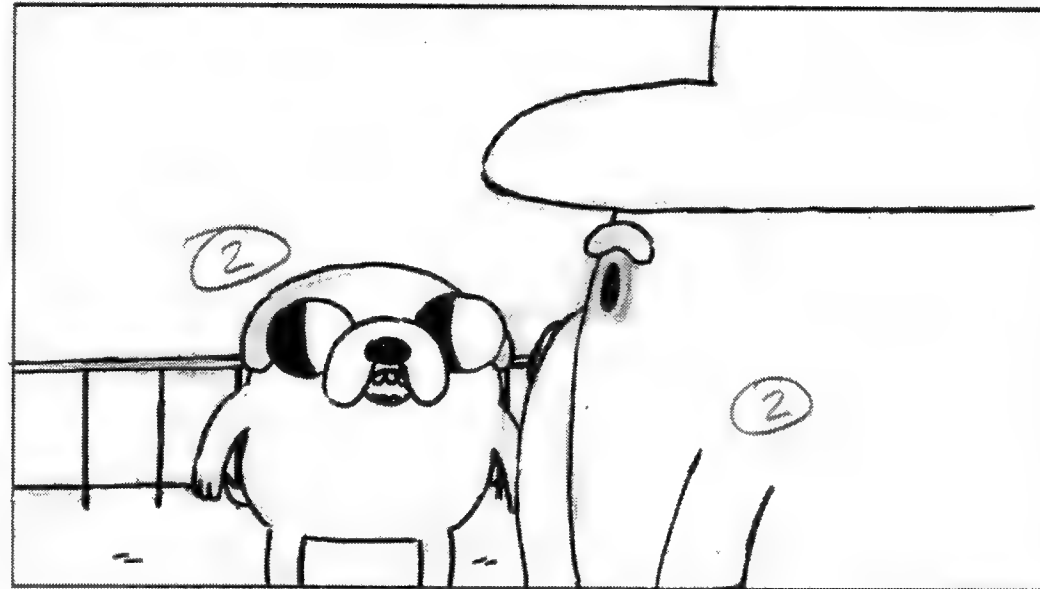
Cat

Sc. 85

Pnl. A

Bg.

day night

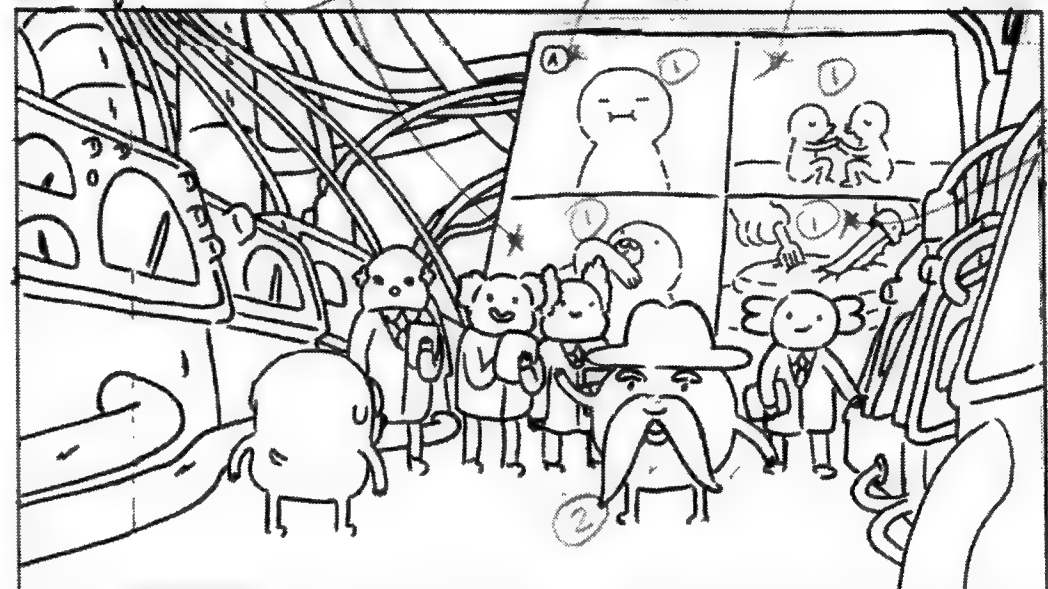


Sc. 86

Pnl. A

Bg.

day night



Page 1/4

spread #4

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Production :

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Dialog:

J: MAYOR. I want to meet these minds.

M: Here are some of the minds.

Action:

Timing:



WIPE

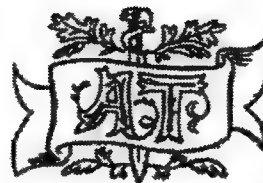


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# ADVENTURE TIME



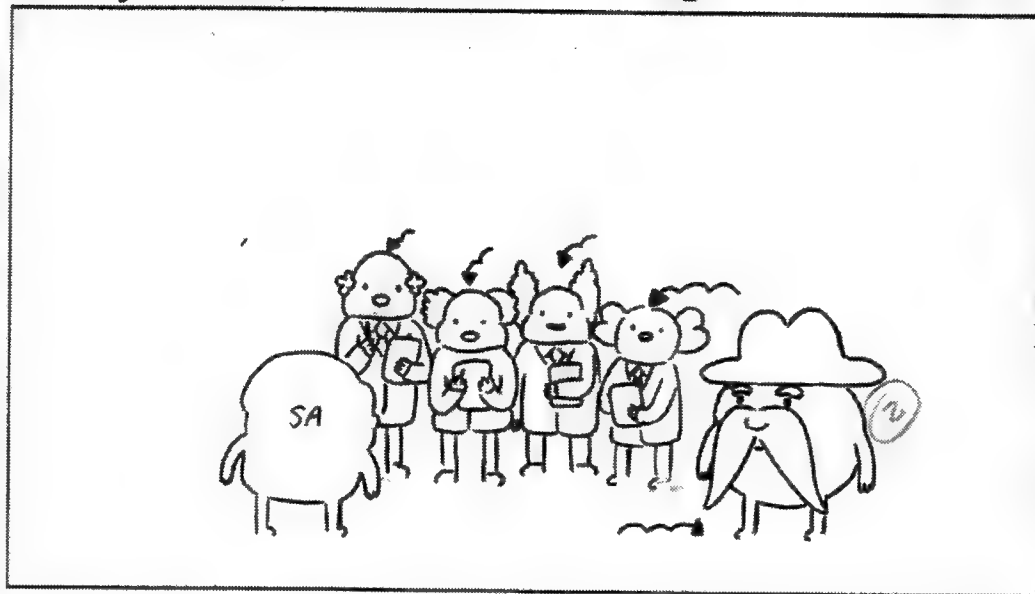
*Handwritten signature*

Page 115

Sc. 86 cont Pnl. B

Bg.

day night

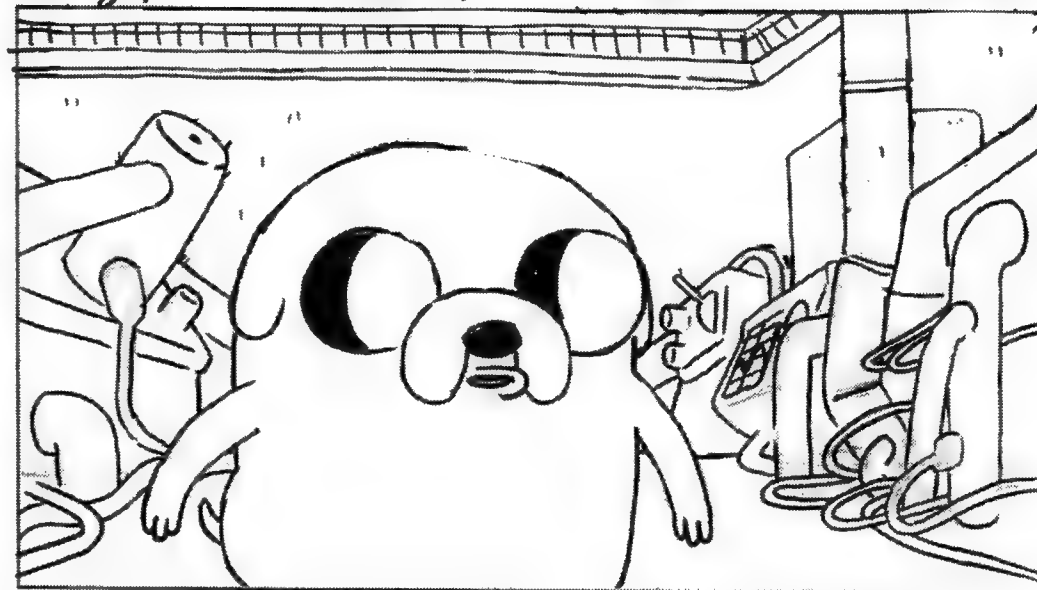


Sc. 87

Pnl. A

Bg.

day night



Dialog: LEAD SCIENTIST: JAKE, We want to perform some tests on you. To discover the cause of the quakes.

Action: - SCIENTISTS COME FORWARD  
- MAYER STEPS BACK



Timing:

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# ADVENTURE TIME



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Sc. 87 CONT Pnl. B

Bg.

day night

BG-SA

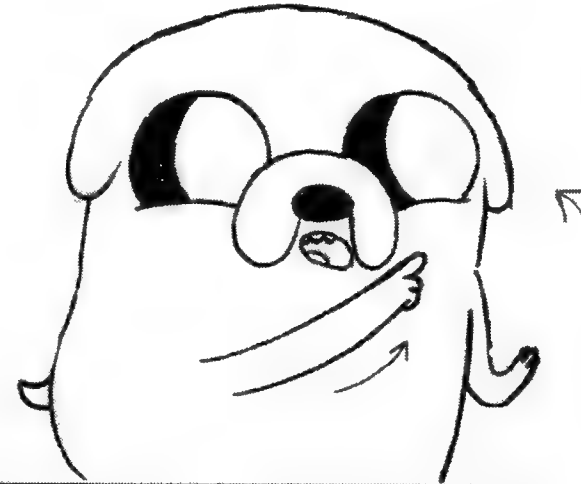


Sc. 87 CONT Pnl. C

Bg.

day night

BG-SA



Dialog:

J: There's no need.  
I GOT IT FIGURED OUT...

(82)

J: The tremors are happening  
because --

Action:

Timing:



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Production :

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# ADVENTURE TIME



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Sc. 87 CONT Pnl. D

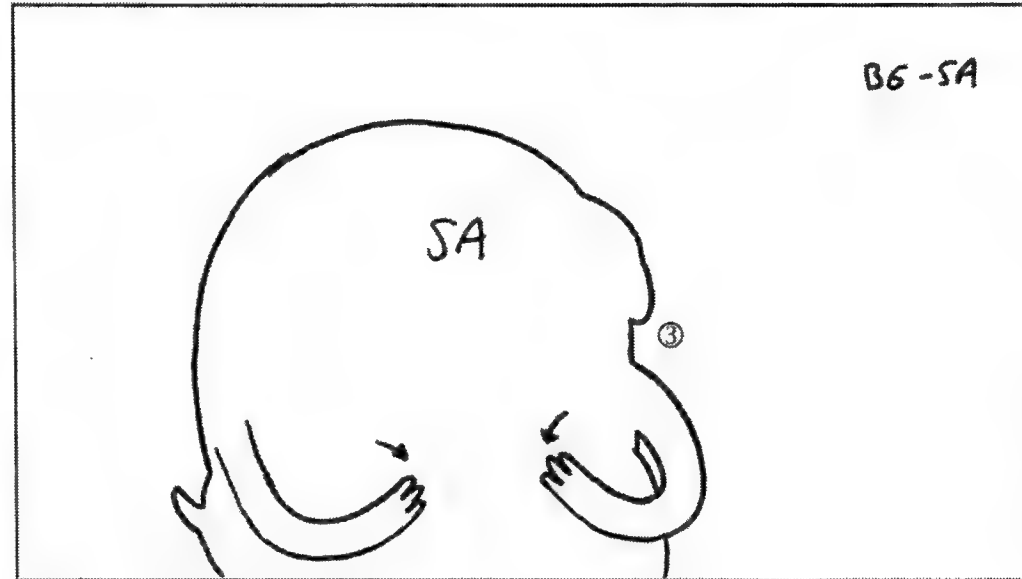
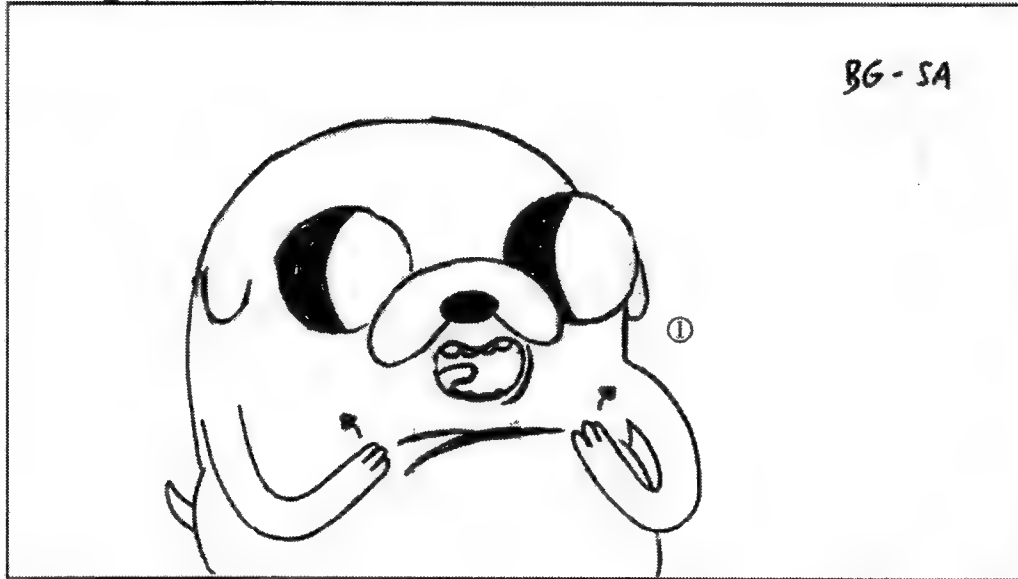
Bg.

day night

Sc. 87 CONT Pnl. E

Bg.

day night



Dialog: J: Jake is hungry...and his stomach is growling...

J: and the hungrier he gets --

Action:

-J. RUBS HIS STOMACH

Timing:



1-2-1-2-1-2-1-2-1-2-1-3-2-3-2-3-2-3

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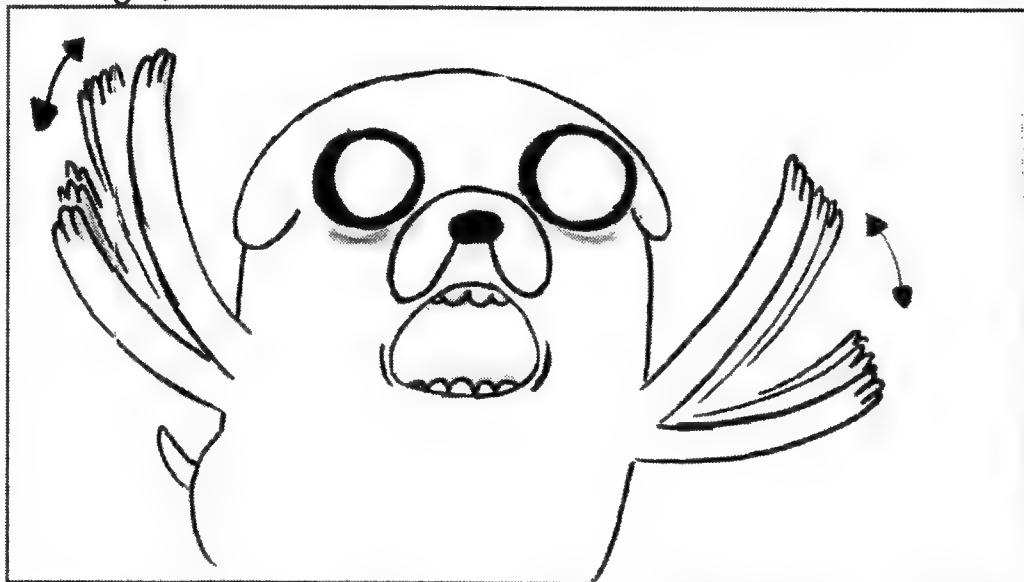
Page 118

the art

Sc. 87 cont Pnl. F

Bg.

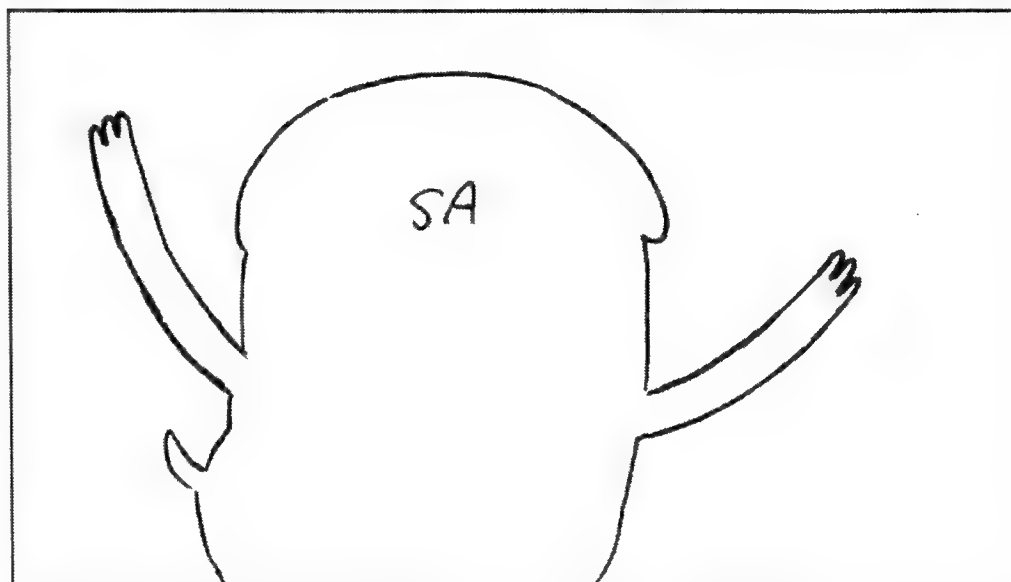
day night



Sc. 87 cont Pnl. G

Bg.

day night



Dialog:

J: the worst the quakes  
will become!!

Action:

Timing:

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EPISODE #

Production :

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HW  
Cut

ADVENTURE TIME



Page 119

Sc. 88

Pnl. A

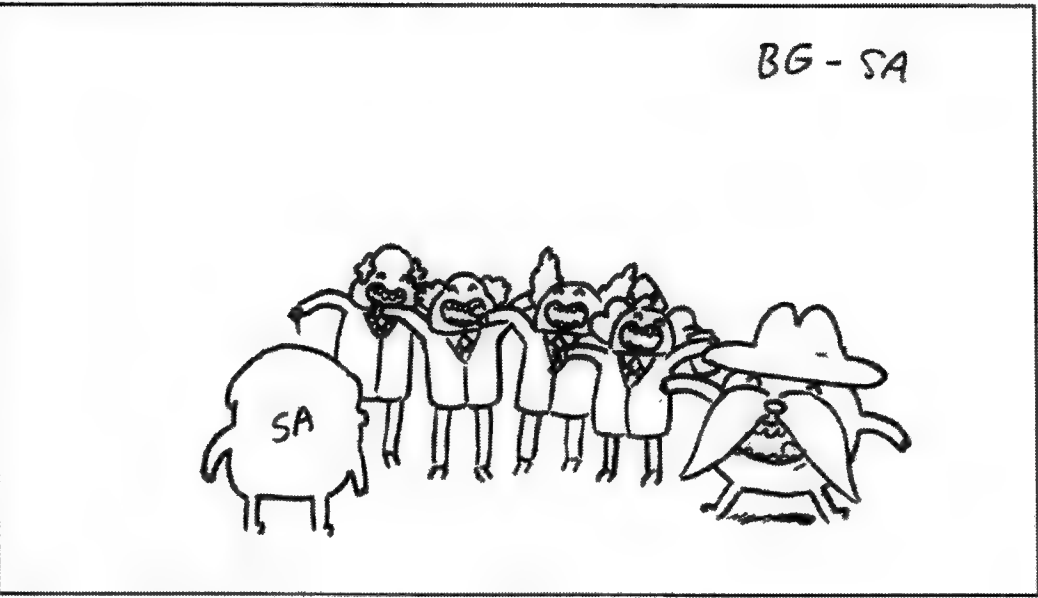
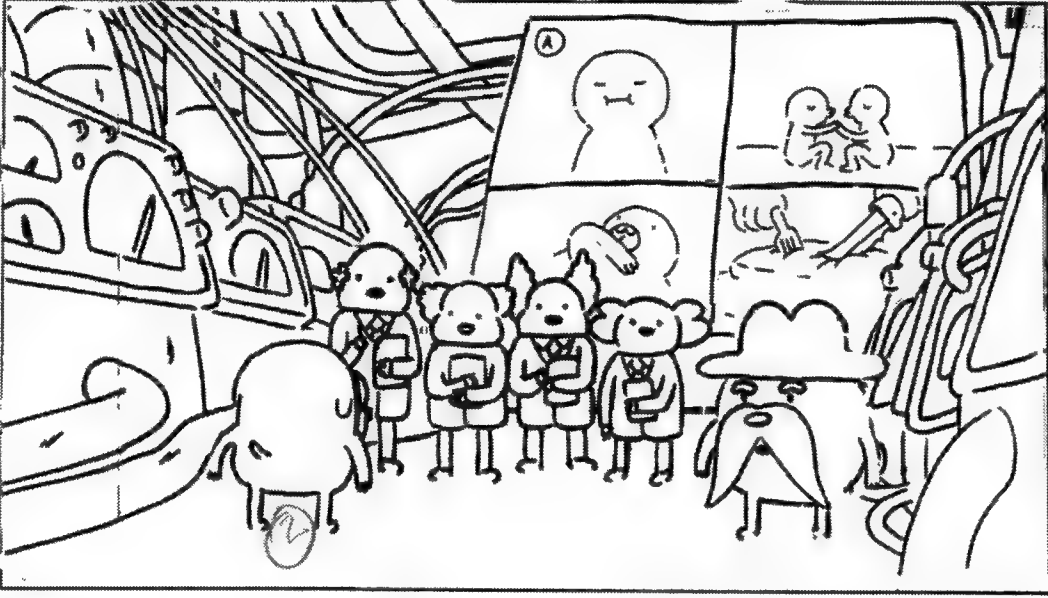
Bg.

day night

Sc. 88 CONT Pnl. B

Bg.

day night



Dialog:

MAYOR +  
J. PEOPLE : [ LAUGHTER ]

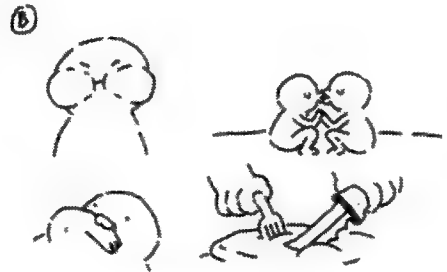
Action:

Moment of silence.



Everyone bursts out laughing  
but Jake.

Timing:



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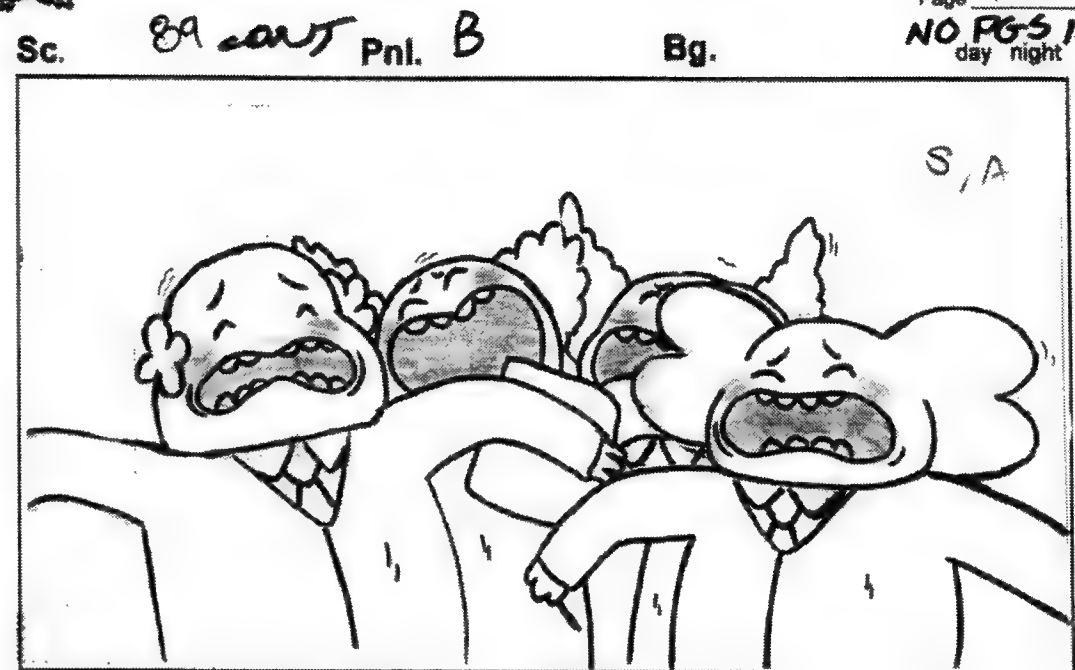
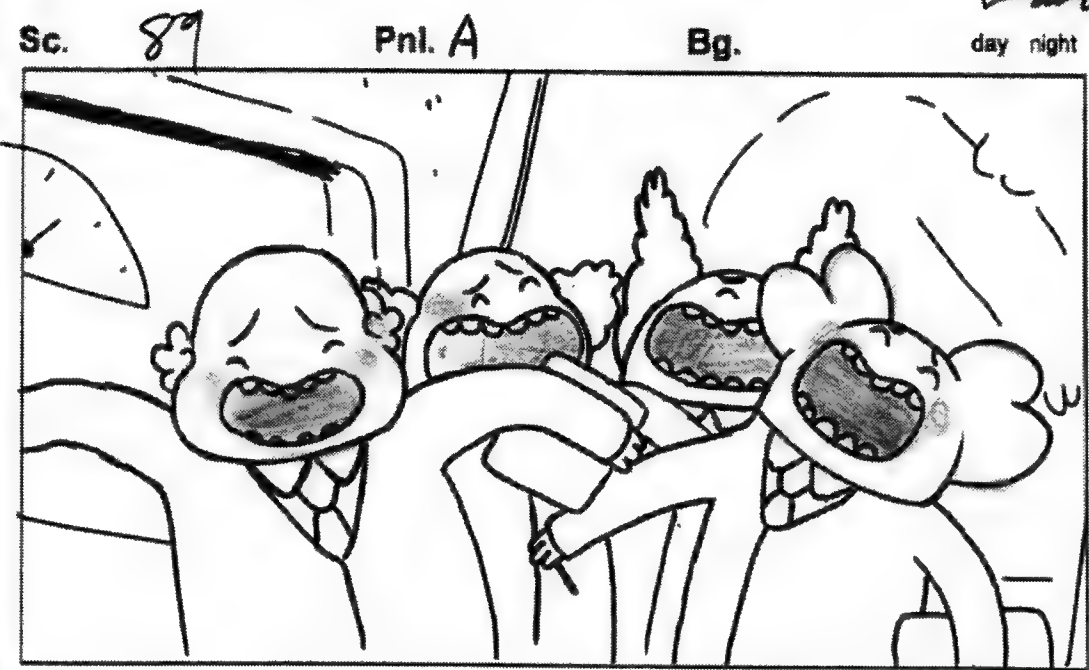
1025/184

HW  
Cut

# ADVENTURE TIME



Page 120  
NO PGS 121-123  
day night



S, A

Dialog:	JAKE : [LAUGHING] PEOPLE : _____  (o.s.) J: I'll prove it!!!
Action:	SCIENTISTS LAUGH.
Timing:	MAY 09 2014

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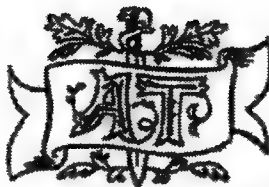
1025/184

Production :

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# ADVENTURE TIME



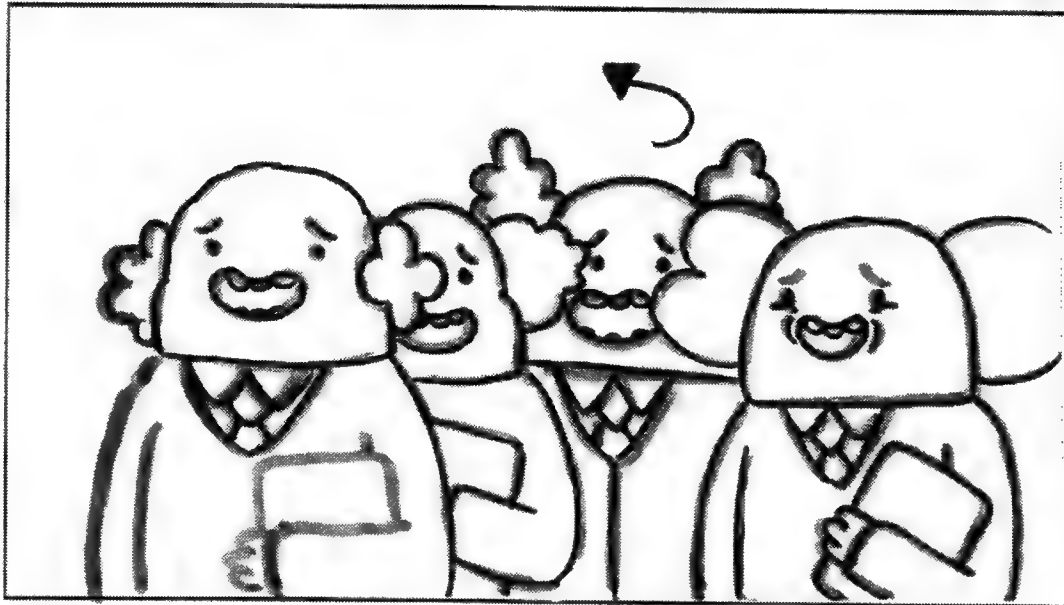
Cut

Page 124

Sc. 89 CONT Pnl. I

Bg.

day night



Sc. 90

Pnl. A

Bg.

day night



Dialog:

L. SCIENTIST  
SCIENTIST#2: HUH?

J: Mention a food item.

Action:

scientists turn around.

Timing:



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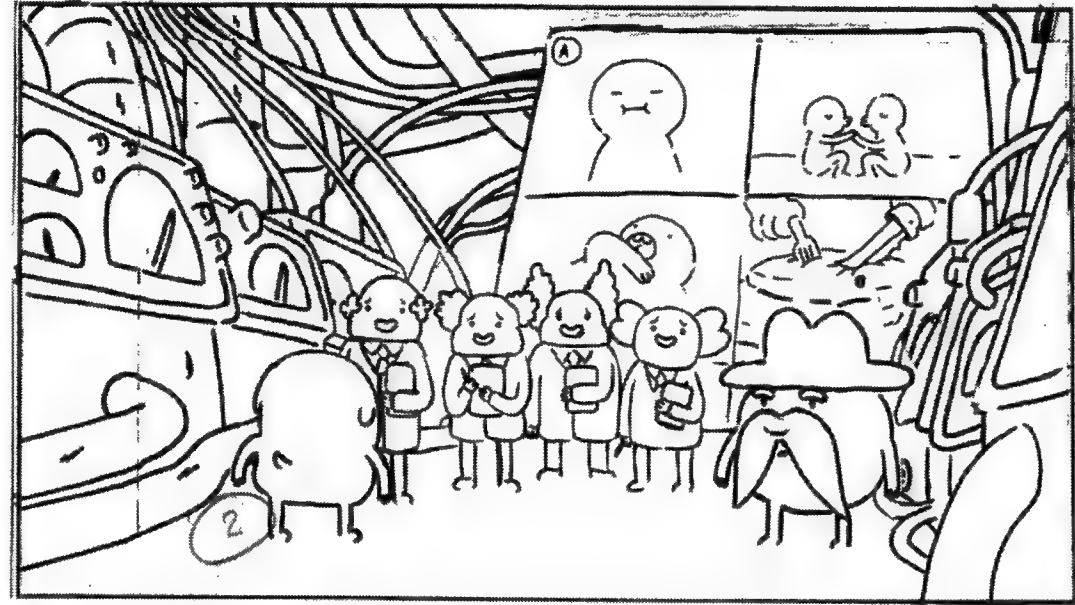
HW  
Cont

# ADVENTURE TIME

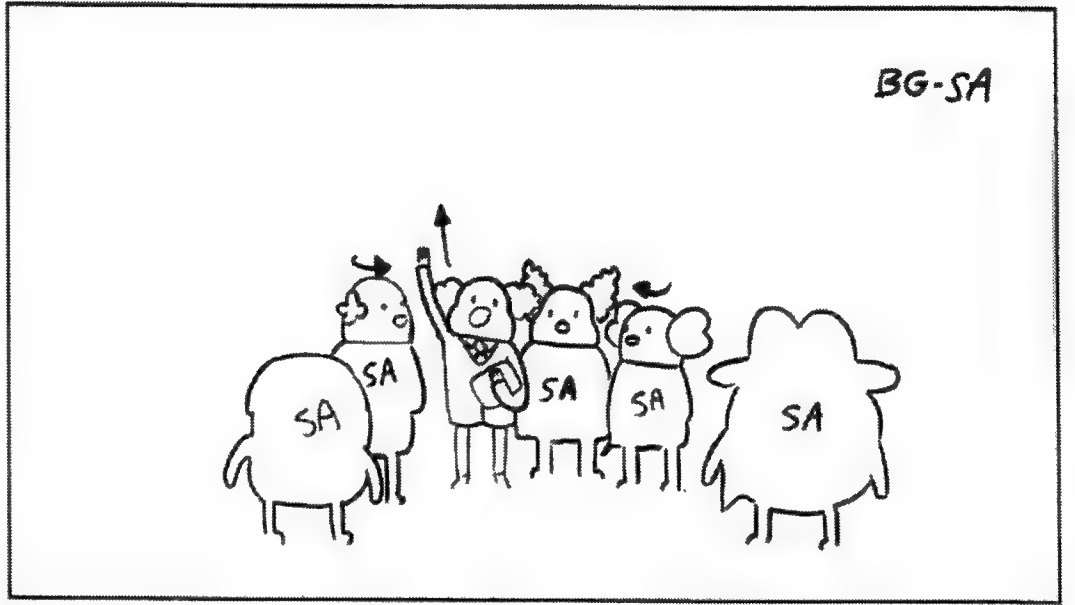


Page 125

Sc. 91 Pnl. A Bg. day night



Sc. 91 cont Pnl. B Bg. day night



Dialog:	<u>LEAD scientist:</u> Omelet!	
Action:		
Timing:		

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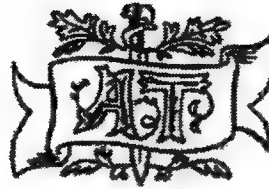
1025/184

Production :

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# ADVENTURE TIME



Sc. 9 | CONT Pnl. C

Bg.

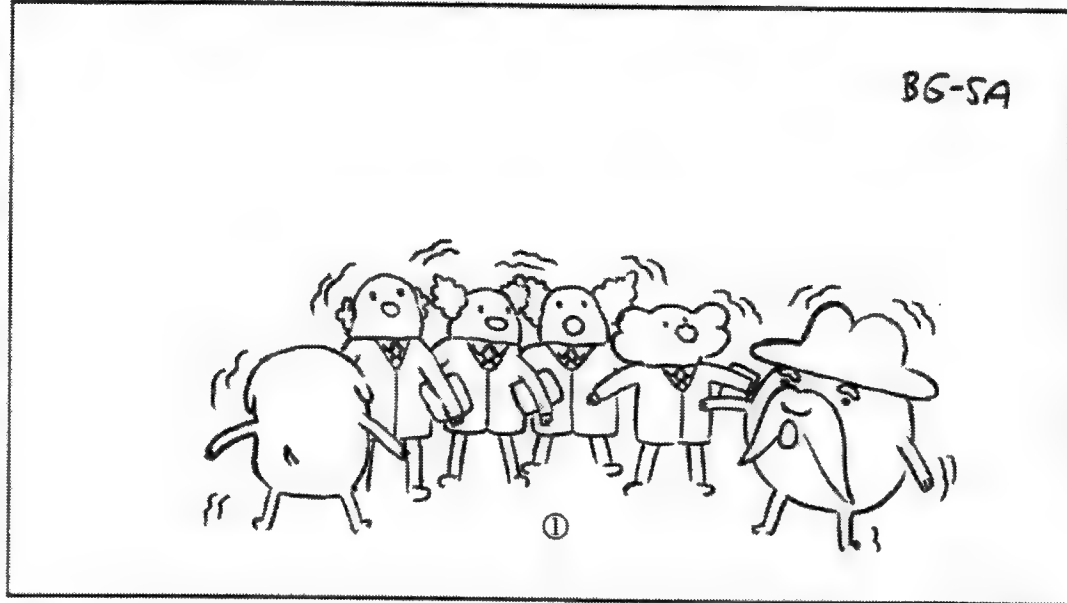
day night

Sc. 92

Pnl. A

Bg.

Page 126  
NEXT  
day night



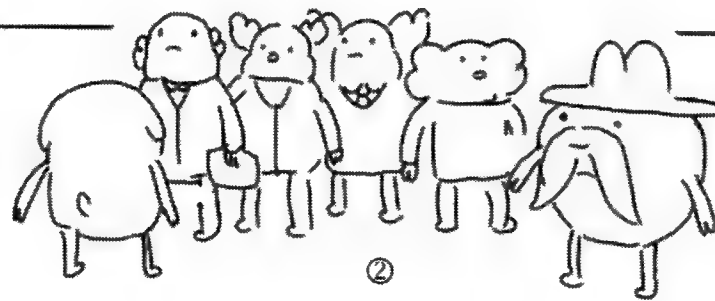
Dialog:

J: What's in the omelet?

Action:

A tremor.

Timing:



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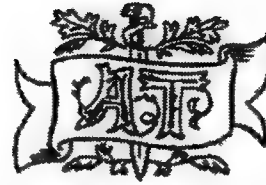
Production :

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# ADVENTURE TIME

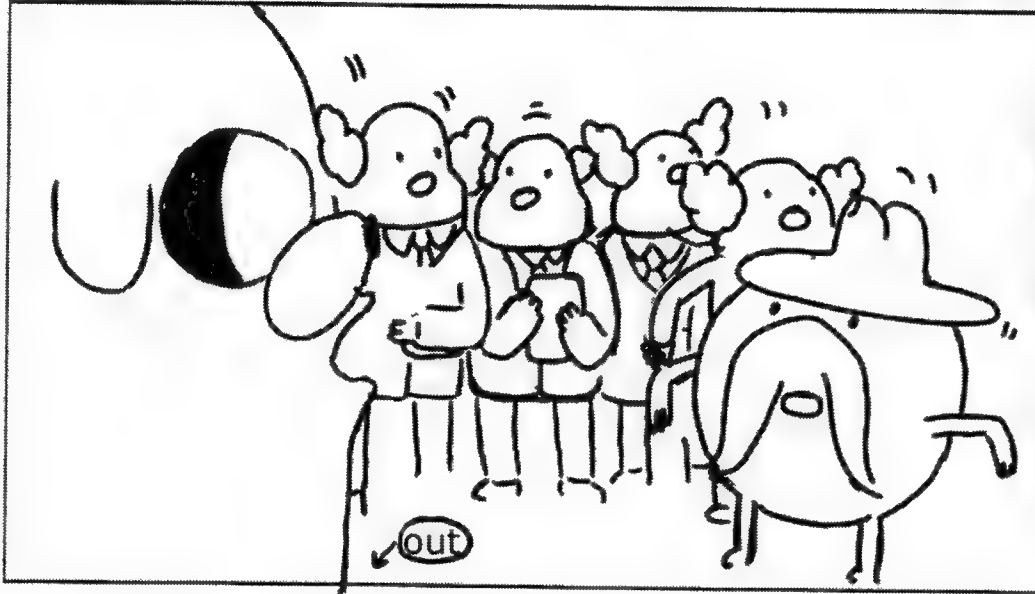


Page 126A  
127 NEXT  
day night

Sc. 92 CONT Pnl. B

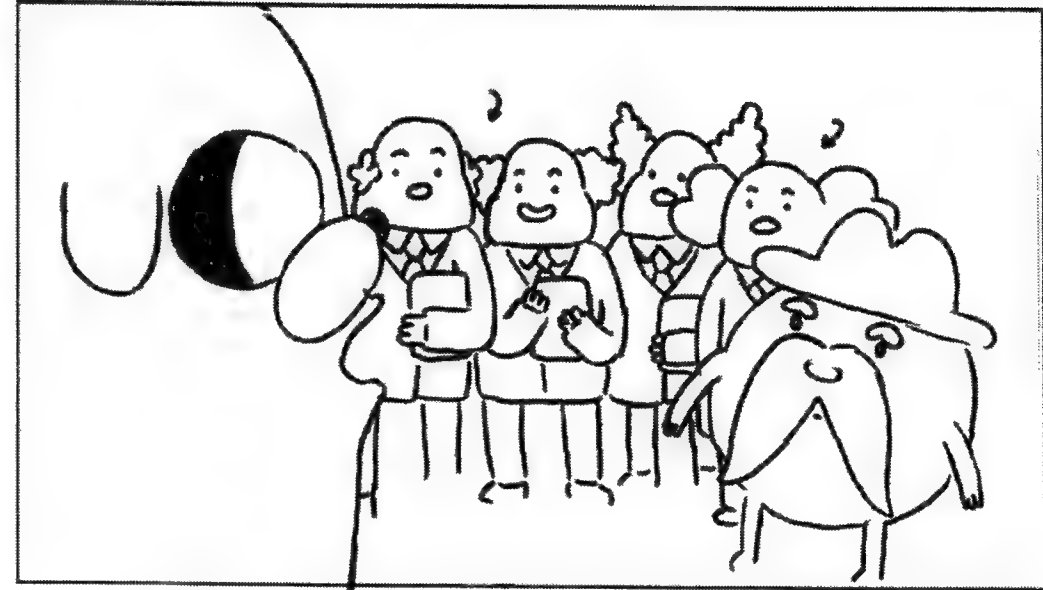
Bg.

day night



Sc. 92 CONT Pnl. C

Bg.



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Dialog:

scientist#2 Chili!

Action:

A tremor.

Timing:

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Production :

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# ADVENTURE TIME



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Sc. 92 CONT Pnl. D

Bg.

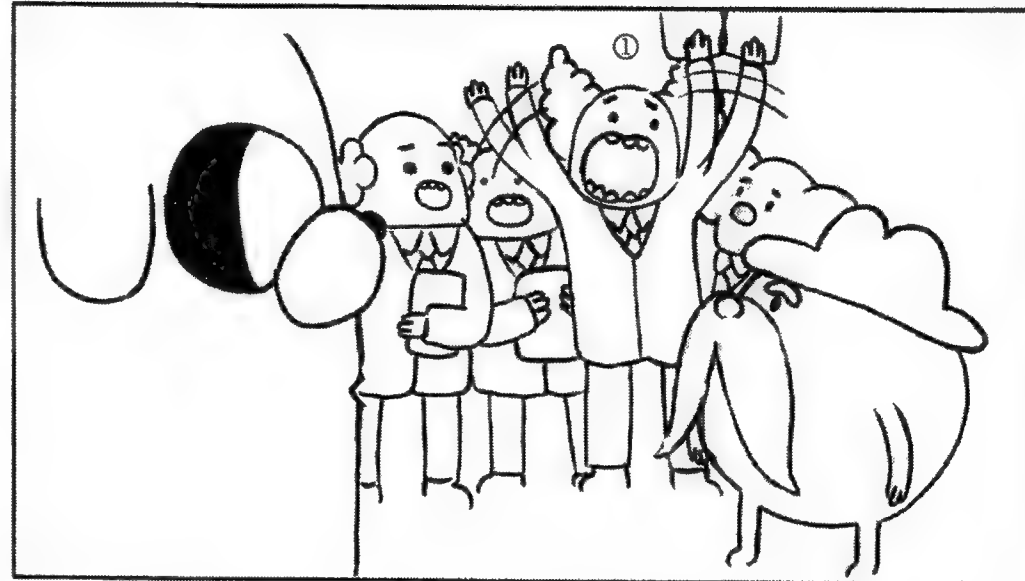
day night



Sc. 92 CONT Pnl. E

Bg.

day night



Dialog:

scientist#2 It's a four-egg

scientist#2 chili omelet!!!!

Action:

(half beat)

Timing:



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Production :



# ADVENTURE TIME



Sc. 92 CONT

Pnl. F

Bg.

day night

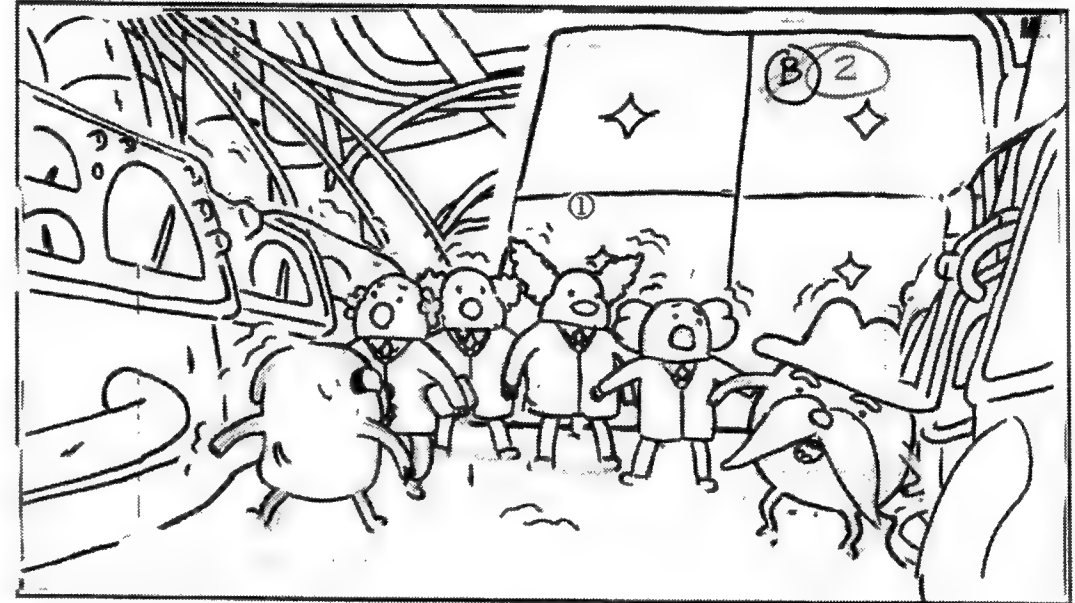
Sc. 93

Pnl. A

Bg.

Page 128

day night



Dialog:

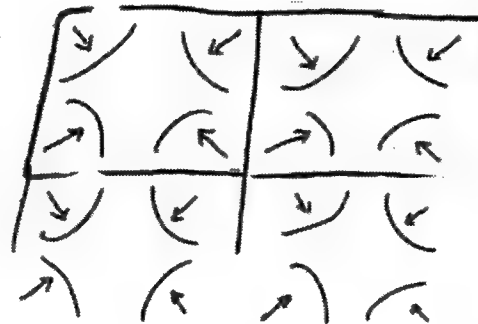
SFX: \* RUMBLING \*

L. SCIENTIST  
JAKE PEOPLE : [ WORRIED  
MAYOR WALUA ]

Action:

Huge quake.

Timing:



①

SCREENS SHUT OFF



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EPISODE #

1025/184

Production :

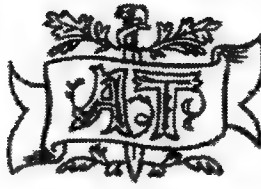
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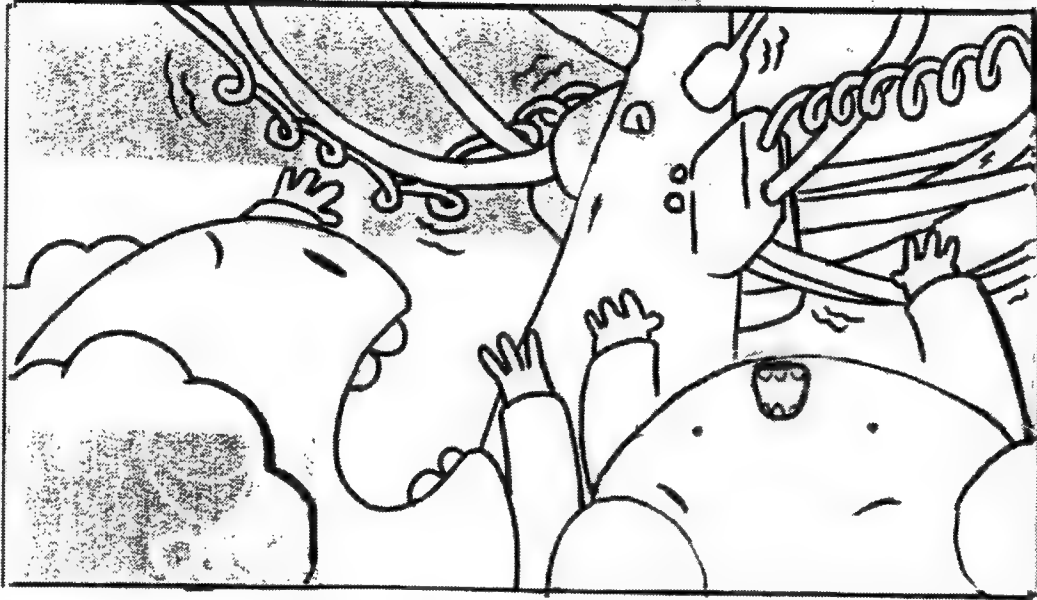
Cut

# ADVENTURE TIME



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Sc. 94 Pnl. A Bg. day night



Sc. 94 CONT Pnl. B Bg. day night



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Production :

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Dialog:

JAKE PEOPLE : [ SCREAMING ]

Action:

s.p.

pillar leaning over.

Timing

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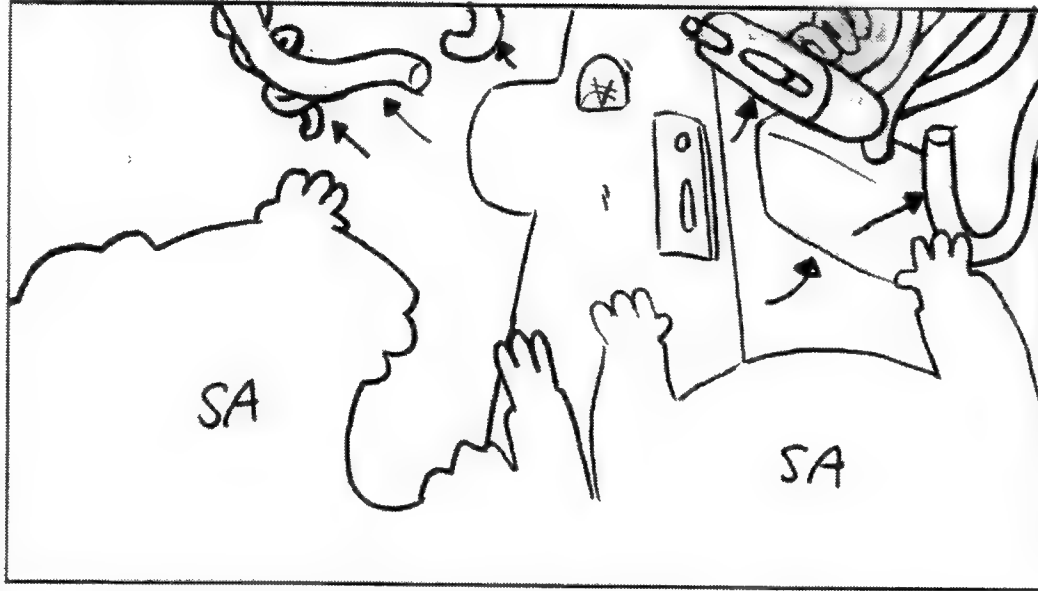
# ADVENTURE TIME



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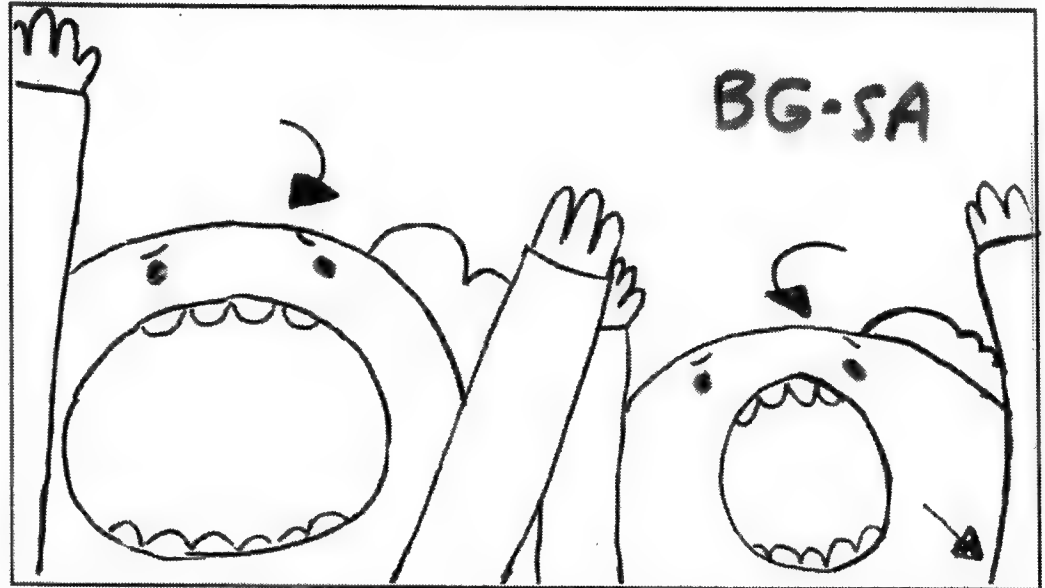
Sc. 94 CONT Pnl. C

Bg. day night



Sc. 94 CONT Pnl. D

Bg. day night



Dialog:

SCIENTIST  
#2

**WATCH OUT!!!**

Action:

Timing:

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Cat

# ADVENTURE TIME



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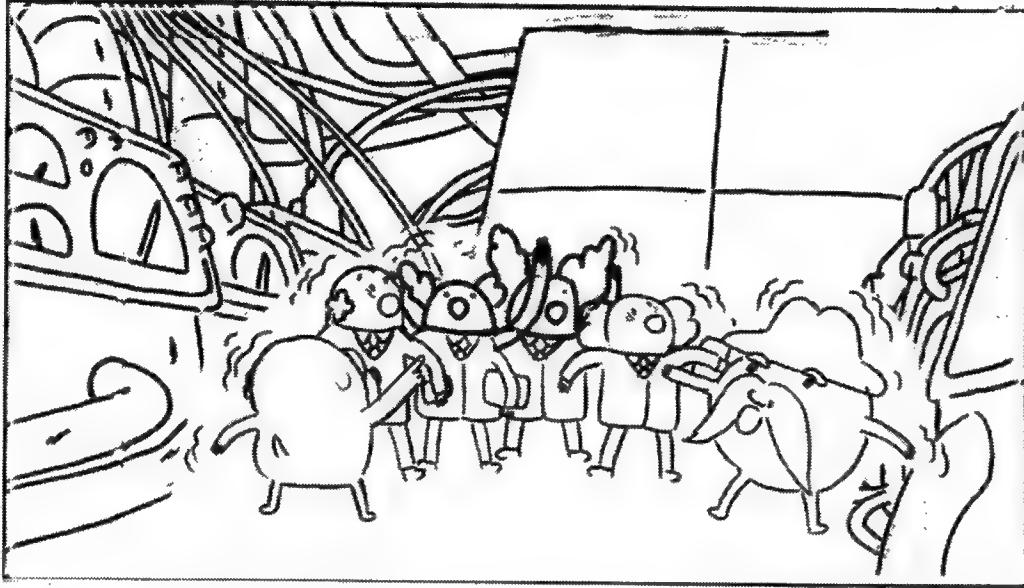
Page 131A NEXT  
day night

Sc. 95

Pnl. A

Bg.

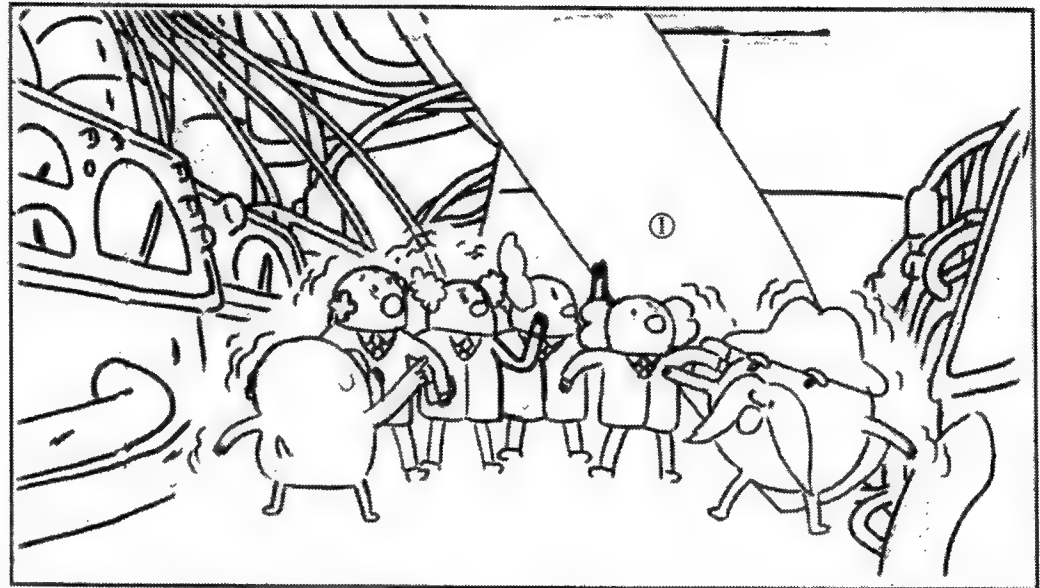
day night



Sc. 95 cont Pnl. B

Bg.

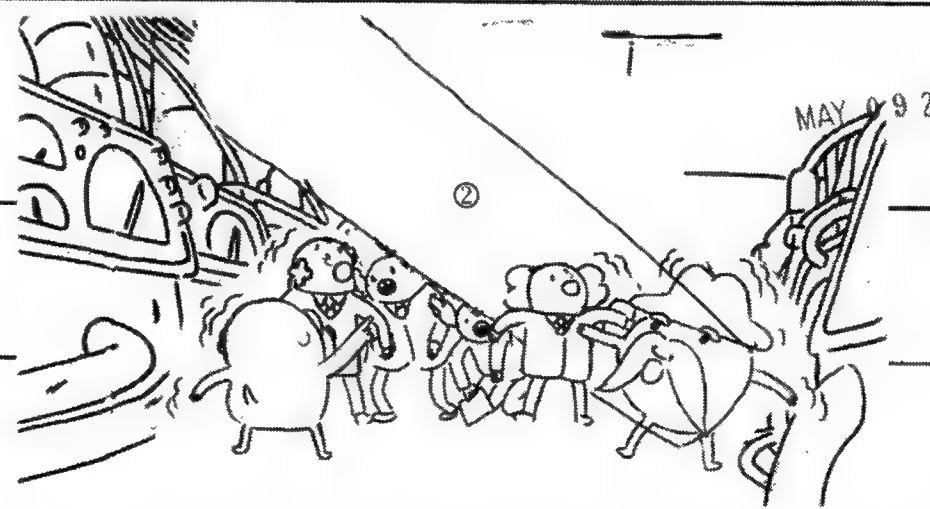
day night



Dialog:

Action:

Timing:



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1025/184

Production :

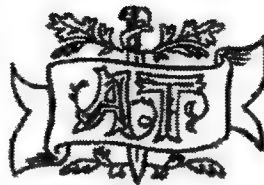
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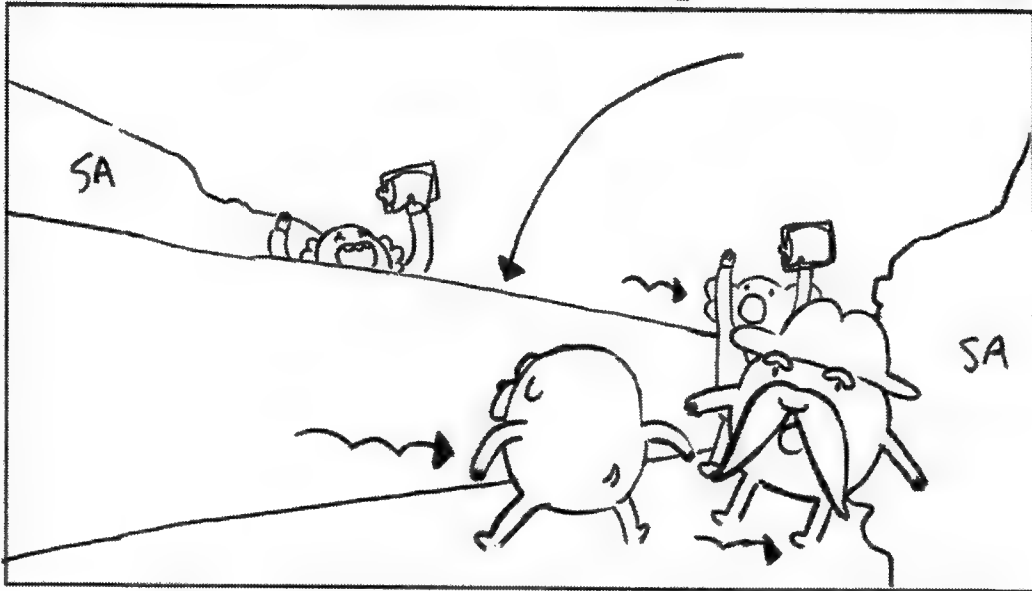
1025/184

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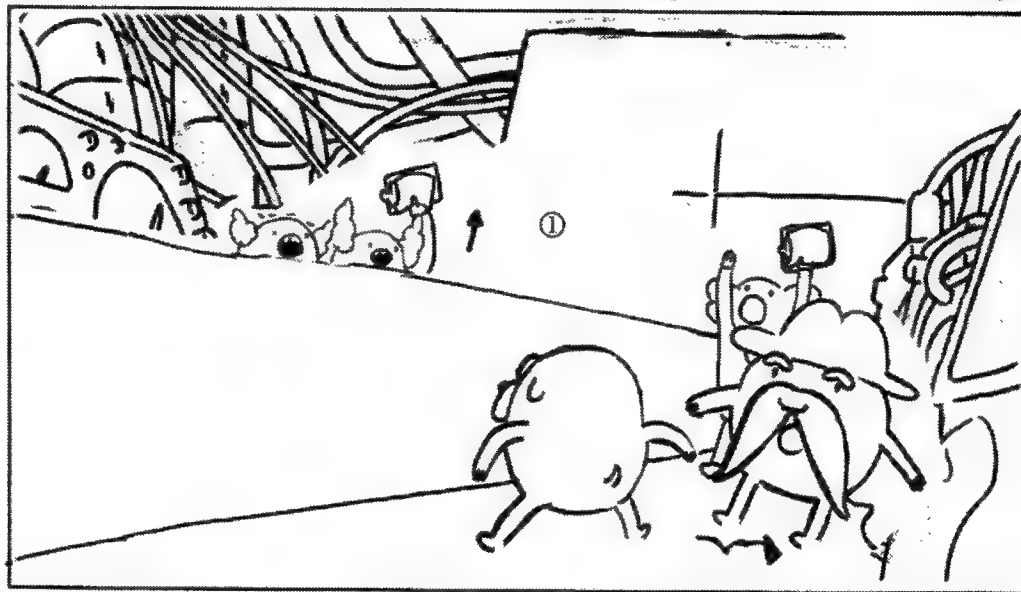
# ADVENTURE TIME



Sc. 95 cont Pnl. C Bg. day night



Sc. 95 cont Pnl. D Bg. day night 132 NEXT



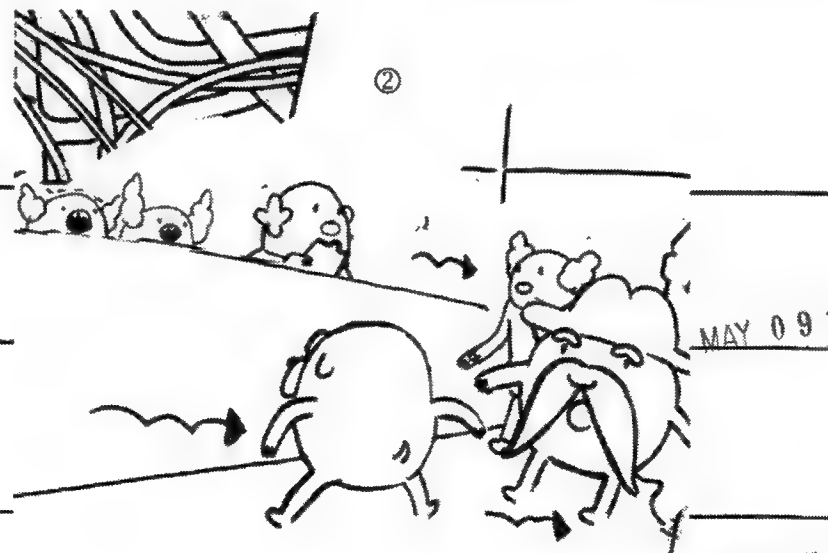
Dialog:

SFX: \*THOOM,/\*

Action:

- pillar falls on 2 scientists in the middle.

Timing:



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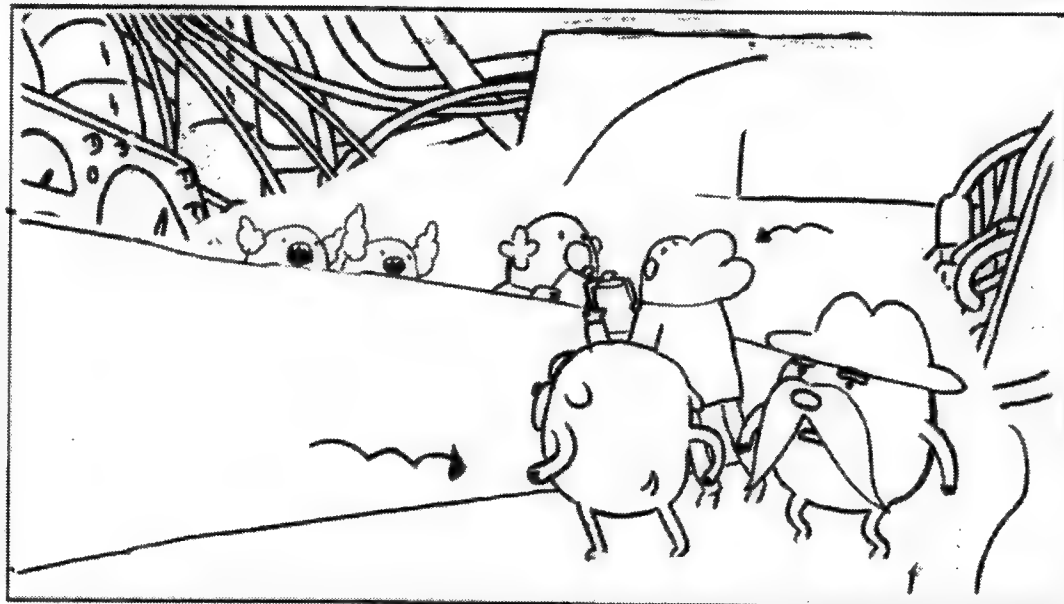


Page 132

Sc. 95 cont Pnl. E

Bg.

day night

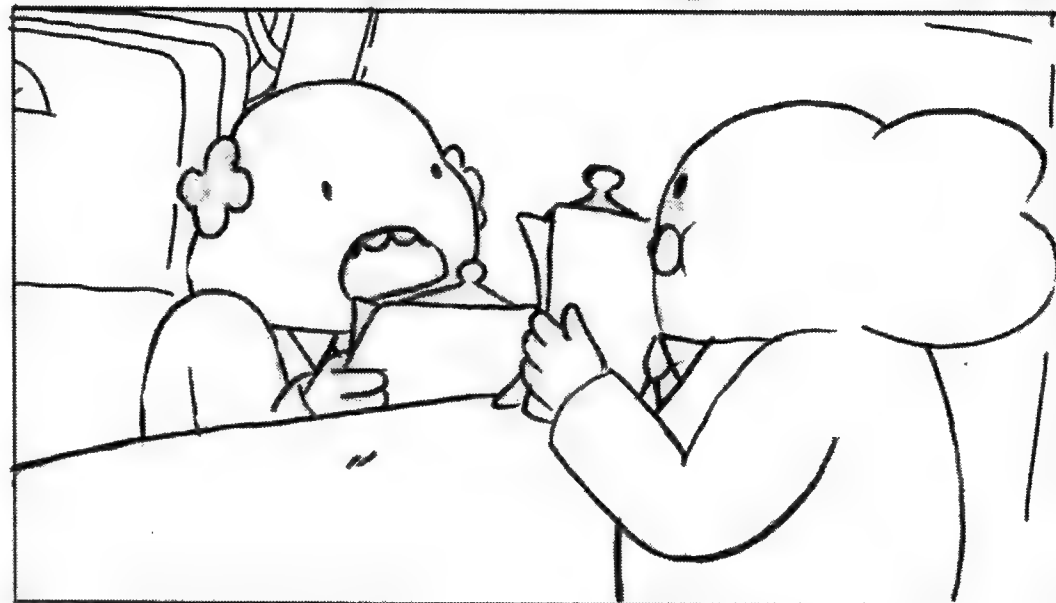


Sc. 96

Pnl. A

Bg.

day night



Dialog:

JAKE PEOPLE: (MUTTERING)

LEAD SCIENTIST: ANALYSIS, TIM?

Action:

Timing:

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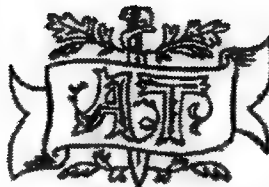
Production :

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# ADVENTURE TIME

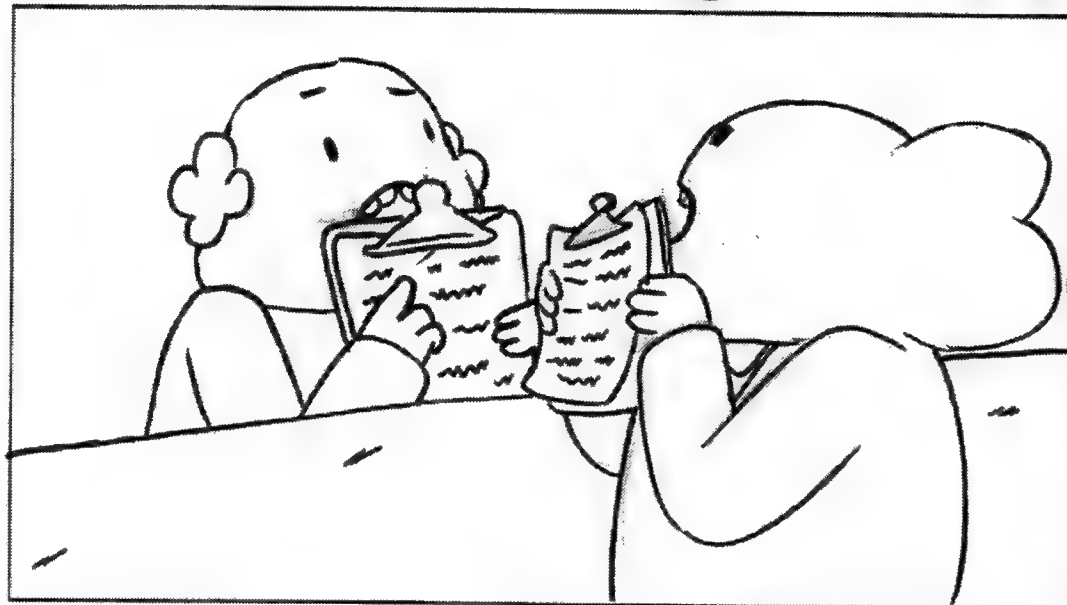


Page 133

Sc. 96 CONT Pnl. B

Bg.

day night

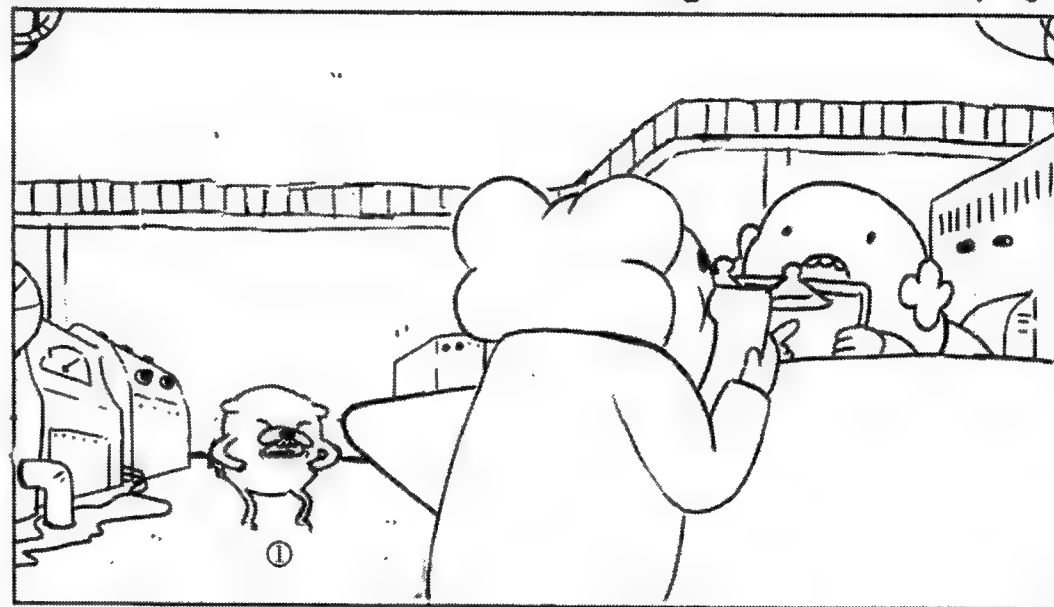


Sc. 97

Pnl. A

Bg.

day night



Dialog:

s#2 It's too early to say,

This evidence is anecdotal.

J: Look, JUST LET ME stretch outside  
to get something to eat and the quakes

Action:

scientists confer and murmur over  
their clip boards.



Timing:

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Production :

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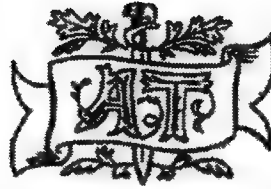
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# ADVENTURE TIME



Sc. 97 CONT Pnl. B

Bg.

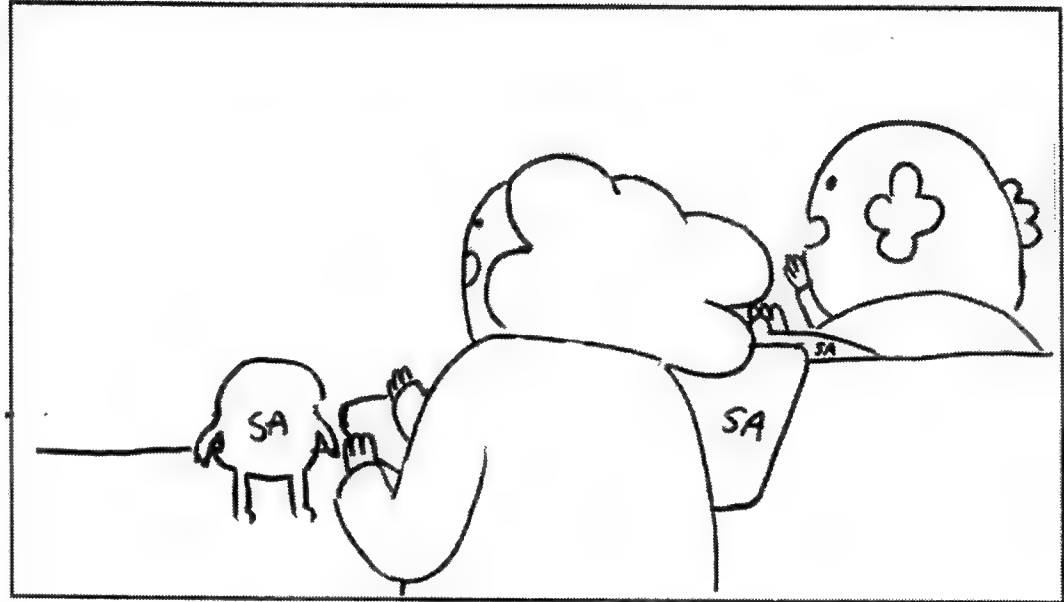
day night



Sc. 97 CONT Pnl. C

Bg.

Page 134  
134A NEXT  
day night



Dialog: J: will stop!

SCIENTIST #2 That doesn't sound very science-y.

Action:

Timing:

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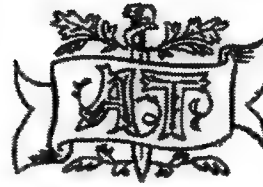
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Production :

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# ADVENTURE TIME



134A

Sc. 97 CONT Pnl. D

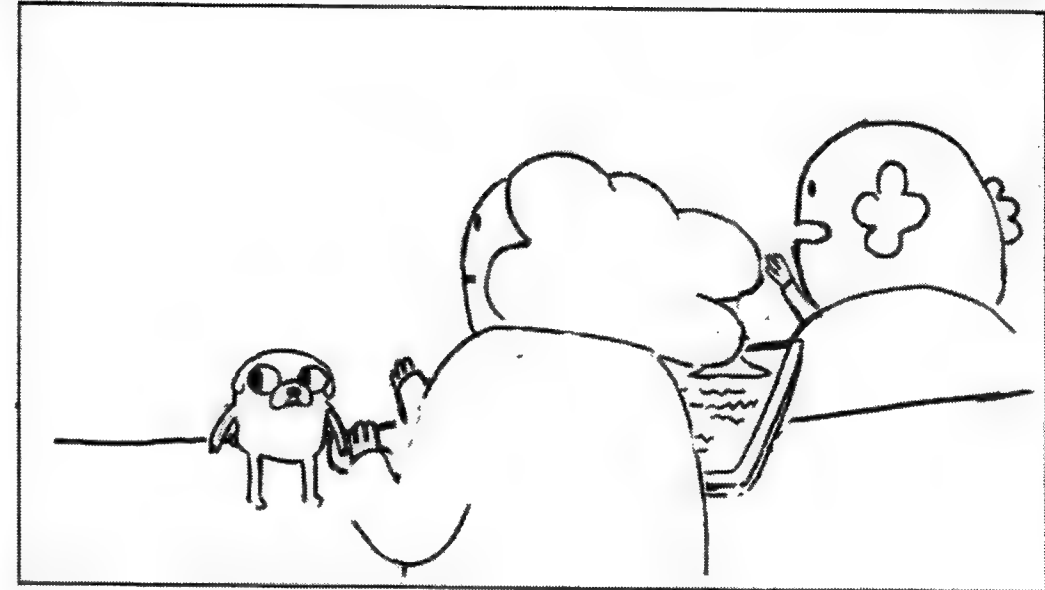
Bg.

day night

Sc. 97 CONT Pnl. E

Bg.

Page 134A  
134A NEXT  
day night



Dialog:

Lead Scientist: No, but you have my permission to--

Action:

Timing:

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Production :

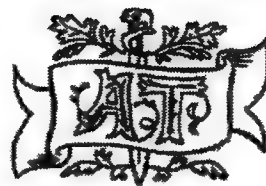
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# ADVENTURE TIME



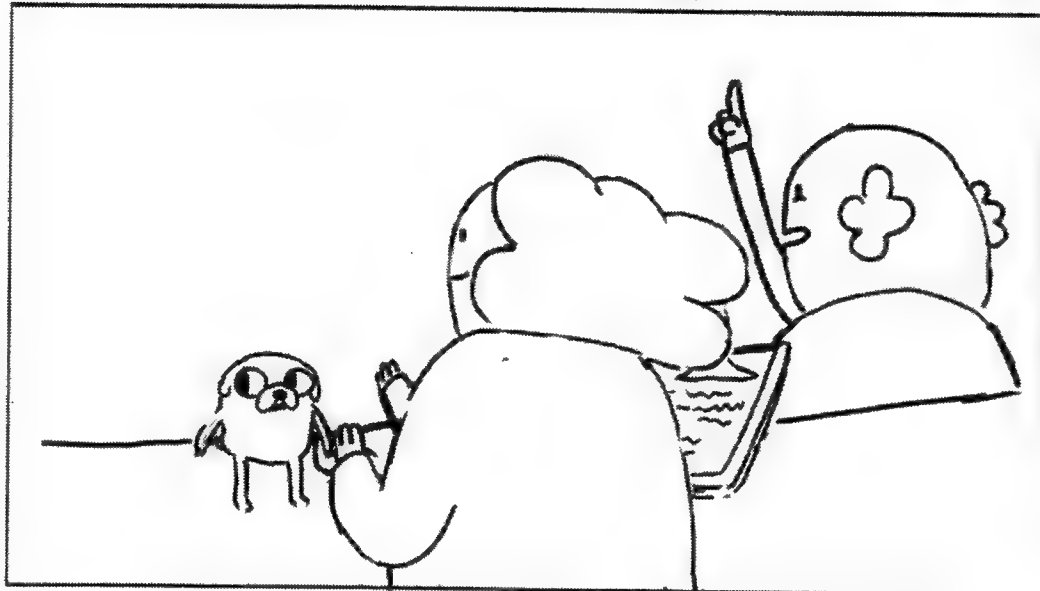
Page **134B**  
**135. NEXT**  
day night

Sc. **97 cont**

Pnl. F

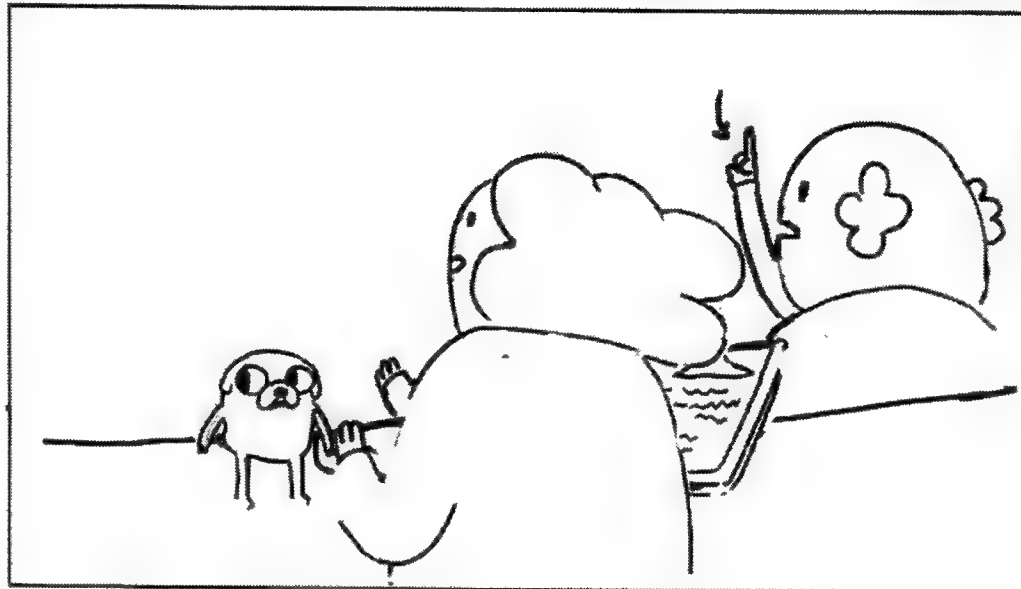
Bg.

day night



Sc. **97 cont** Pnl. G

Bg.



EPISODE # **1025-184**

Dialog:

Lead Scientist: -- test your idea!

ERIK: (O.S.) I don't like that idea!

Action:

Timing:

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Production :

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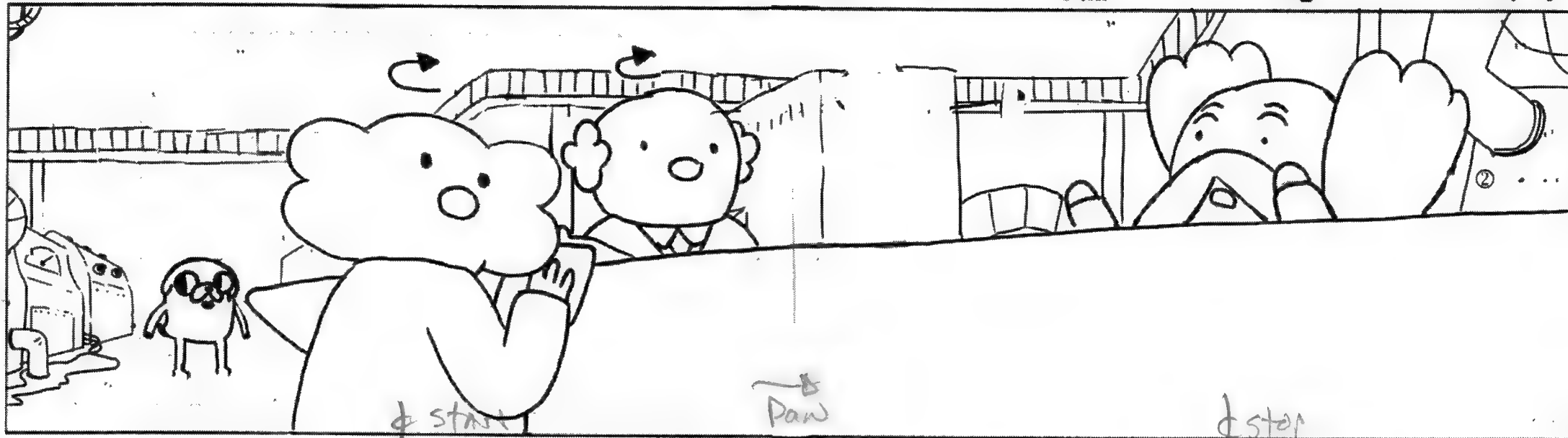


# ADVENTURE TIME



Page 135

Sc. 97 cont Pnl. H Bg. day night Sc. 97 Pnl. Bg. day night



Dialog:

L. SCIENTIST  
SCIENTIST # 2 : EH?

ERIK:

If Jake leaves,  
That would mean the UTER  
destruction of our WORLD.

Action:

- SCIENTISTS TURN.

Timing:



- PAN RIGHT TO  
ERIK ADDAMKIMSON

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Ho Cut

# ADVENTURE TIME

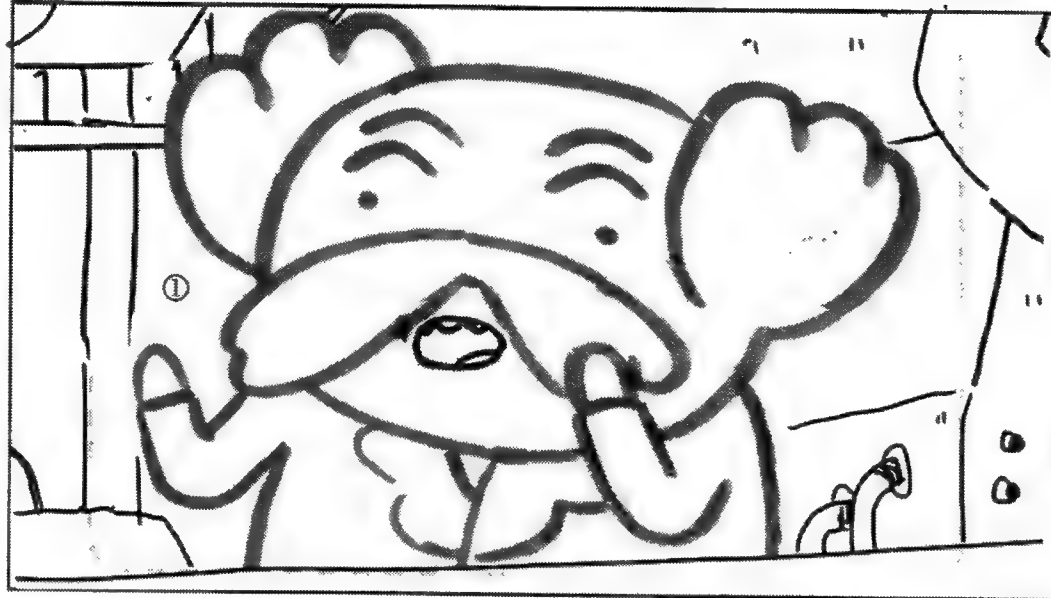


Sc. 98

Pnl. A

Bg.

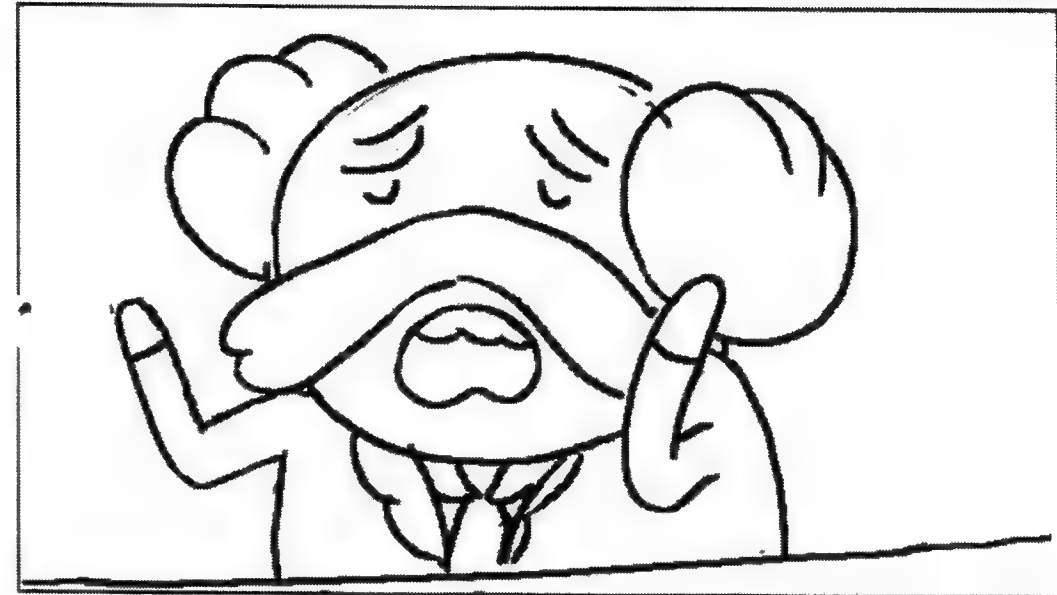
day night



Sc. 98 cont Pnl. B

Bg.

Page 136  
136A NEXT  
day night



Dialog: E: I believe that Jake is an extra-dimensional being, A

E: "glob" if you will,

Action:

Timing:



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Production :

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# ADVENTURE TIME



Page 136A  
1860 NEXT  
day night

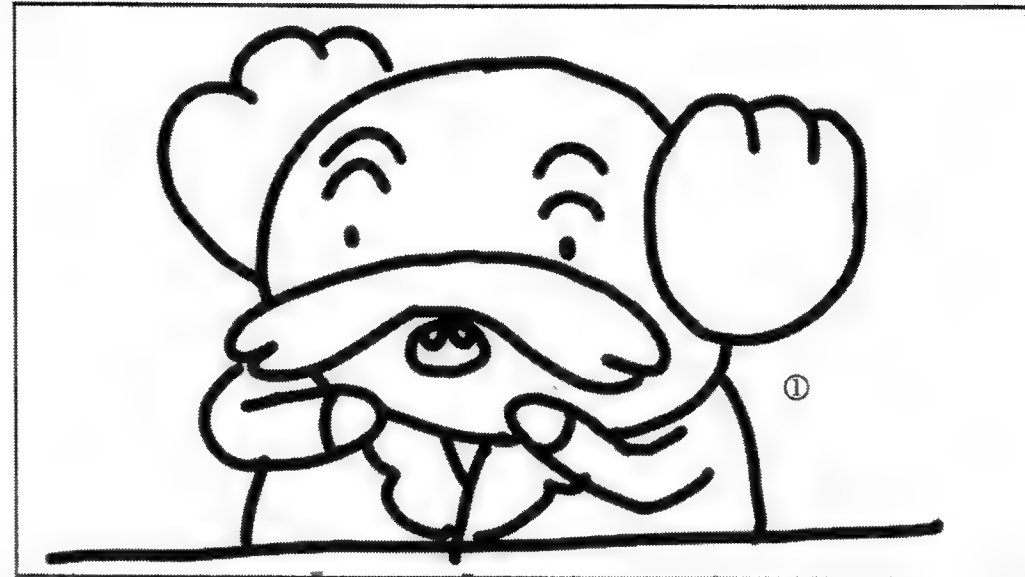
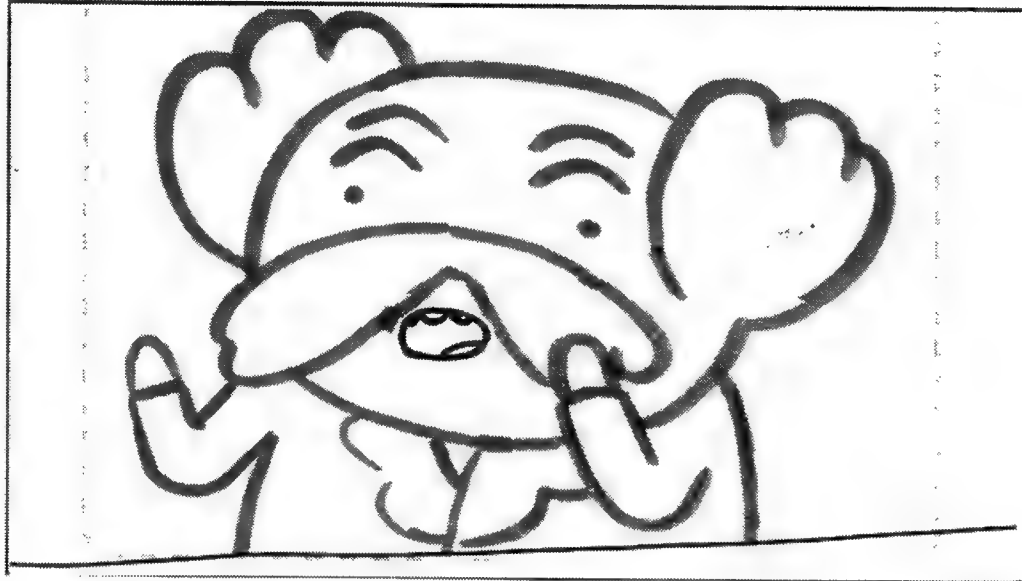
Sc. 98 cont Pnl. C

Bg.

day night

Sc. 98 cont Pnl. D

Bg.

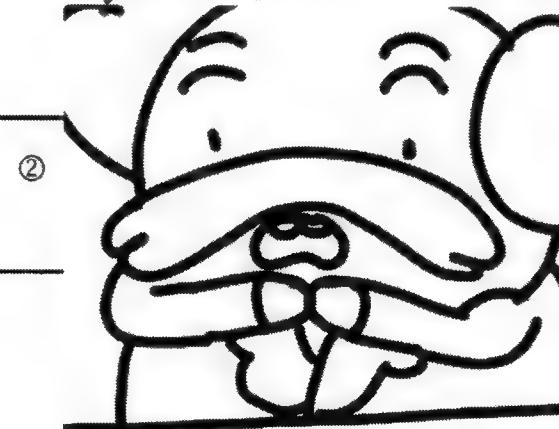


Dialog: E: whose psychic field

E: holds our world together.

Action:

Timing:



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# ADVENTURE TIME



Page 136B  
137 NEXT  
day night

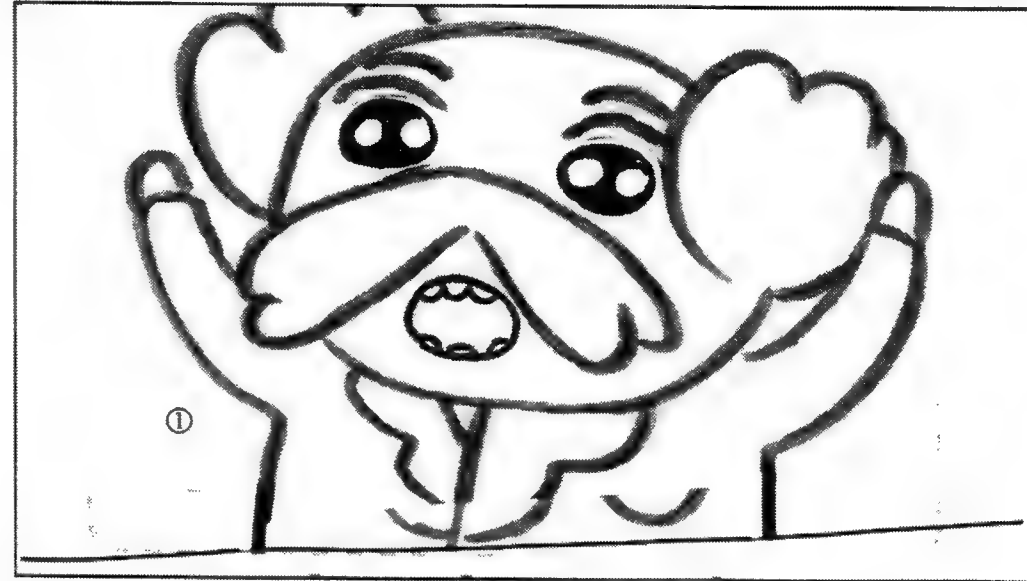
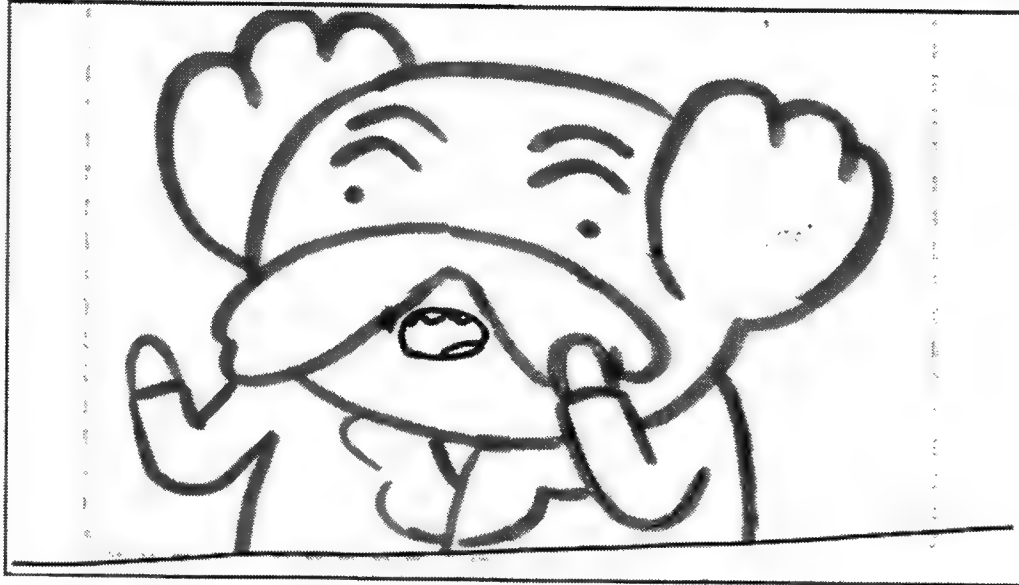
Sc. 98 cont Pnl. E

Bg.

day night

Sc. 98 cont Pnl. F

Bg.

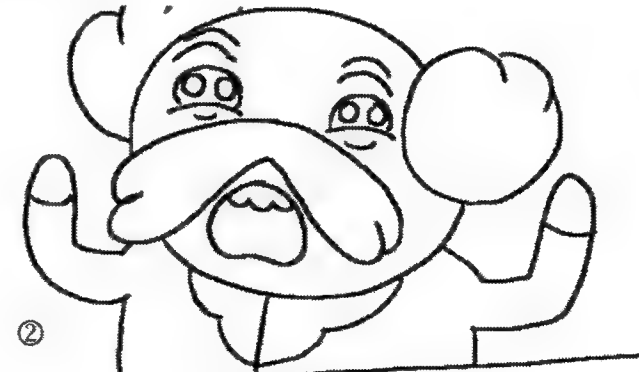


Dialog: E: If he leaves, his flesh will  
reconfigure--

E: and everything and everyone  
will disappear

Action:

Timing:



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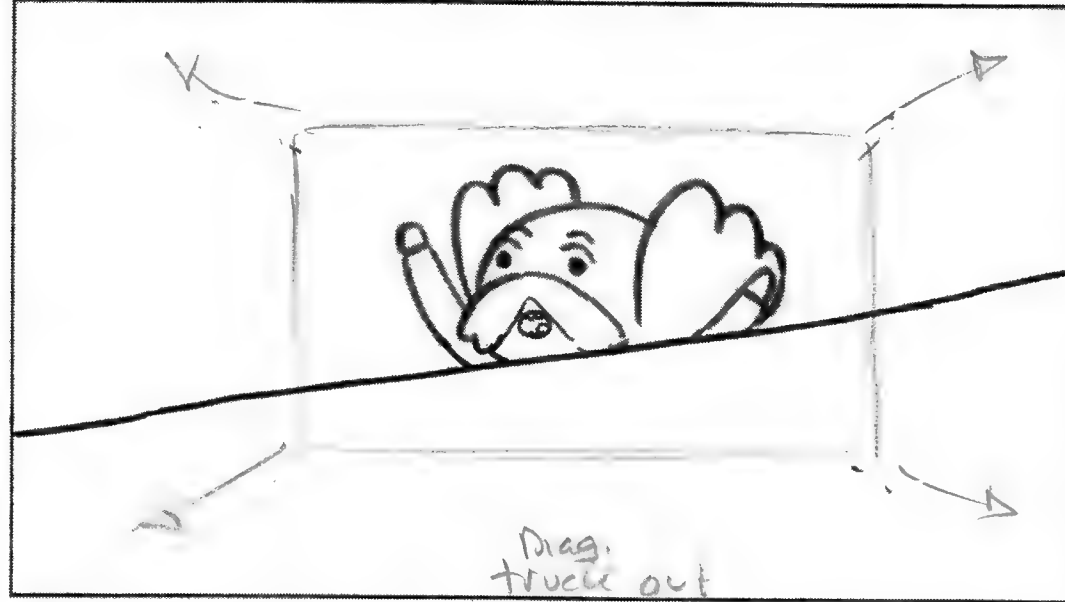
Page 137

Handwritten initials: HU, Cut

Sc. 98 cont Pnl. G

Bg.

day night

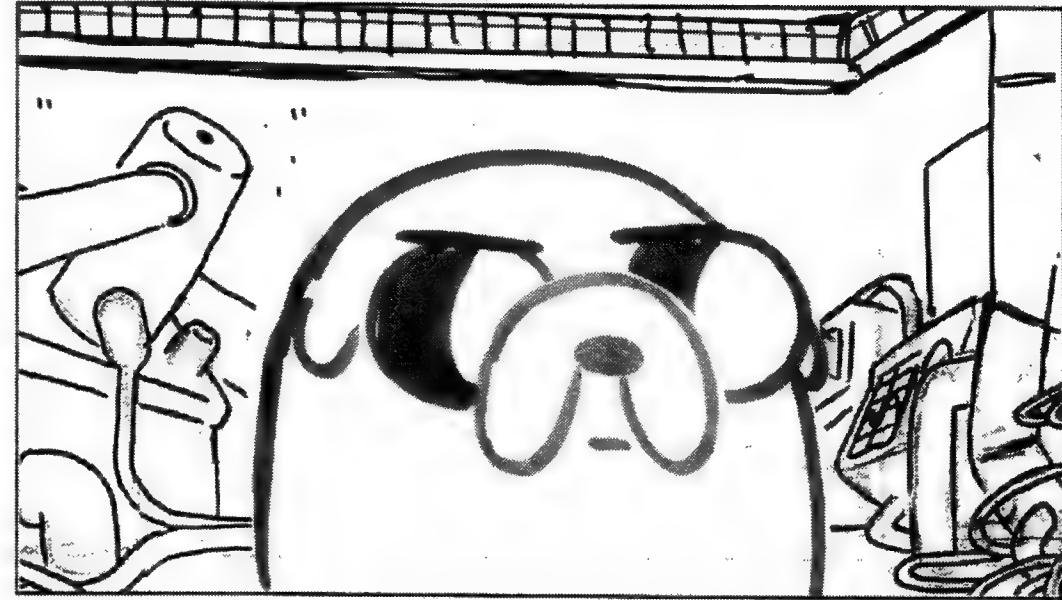


Sc. 99

Pnl. A

Bg.

day night



Dialog:

Ei completely!

Action:

Timing:

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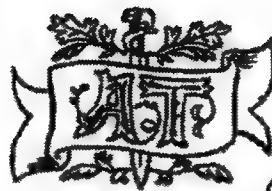


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HO  
Cut

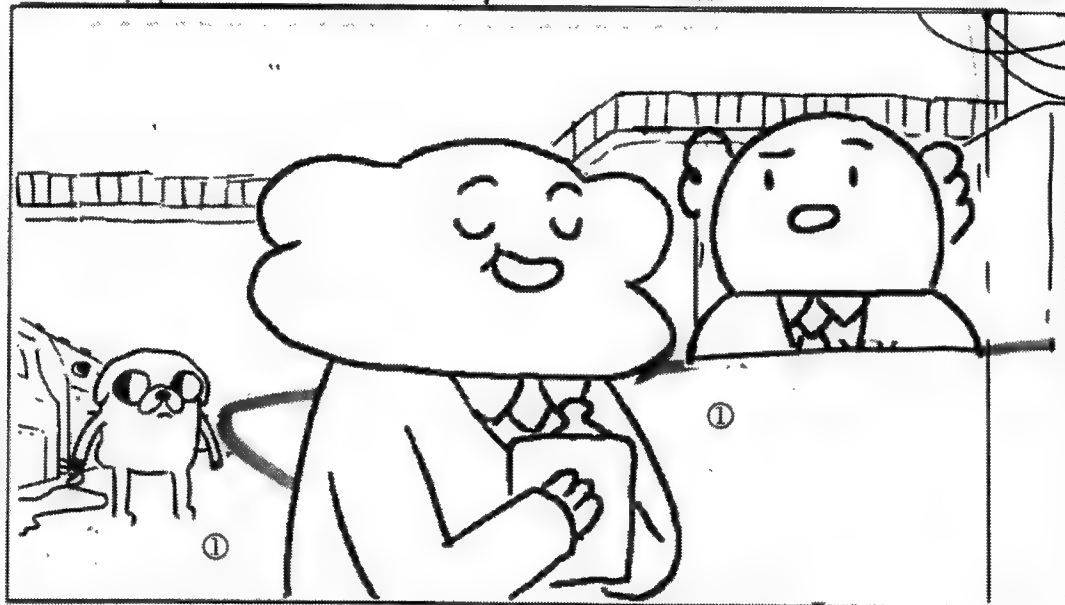
# ADVENTURE TIME



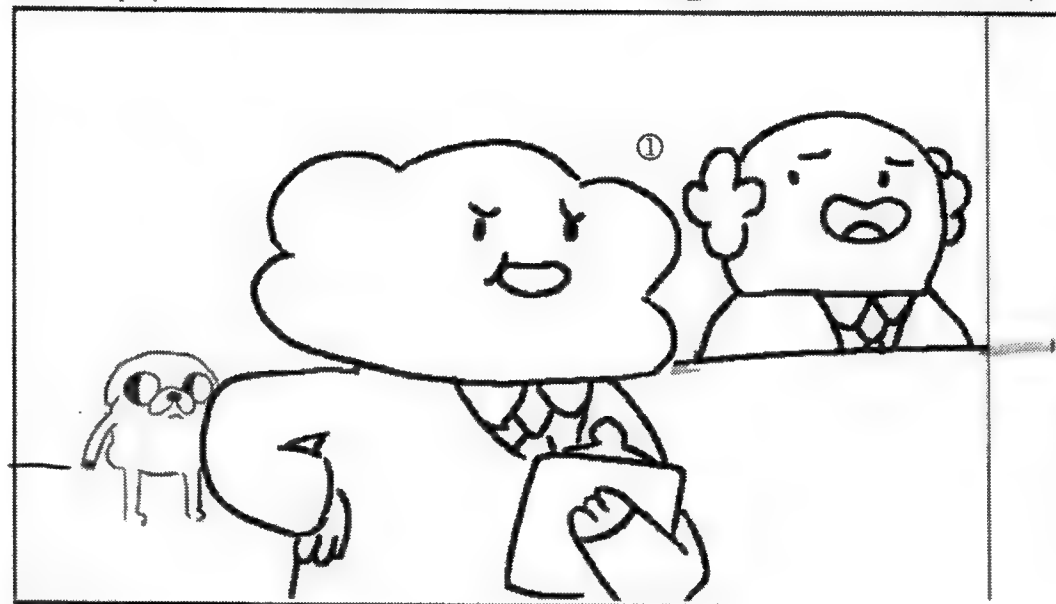
Page 138

Cut

Sc. 99 A Pnl. A Bg. day night



Sc. 99 A cont Pnl. B Bg. day night

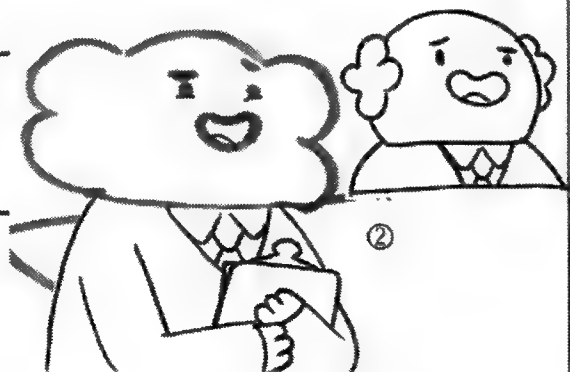


Dialog:

Tim: (SCOFFING) OH, DR. ERIK ADDAMKIMSON...  
YOU'RE JUST A FRINGE SCIENTIST, WELL-KNOWN  
TO HAVE A CRACKPOT OF CRAZY THEORIES.

Action:

Timing:



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Production :

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Cut

# ADVENTURE TIME



Page 139  
139A NEXT  
day night

Sc. 100

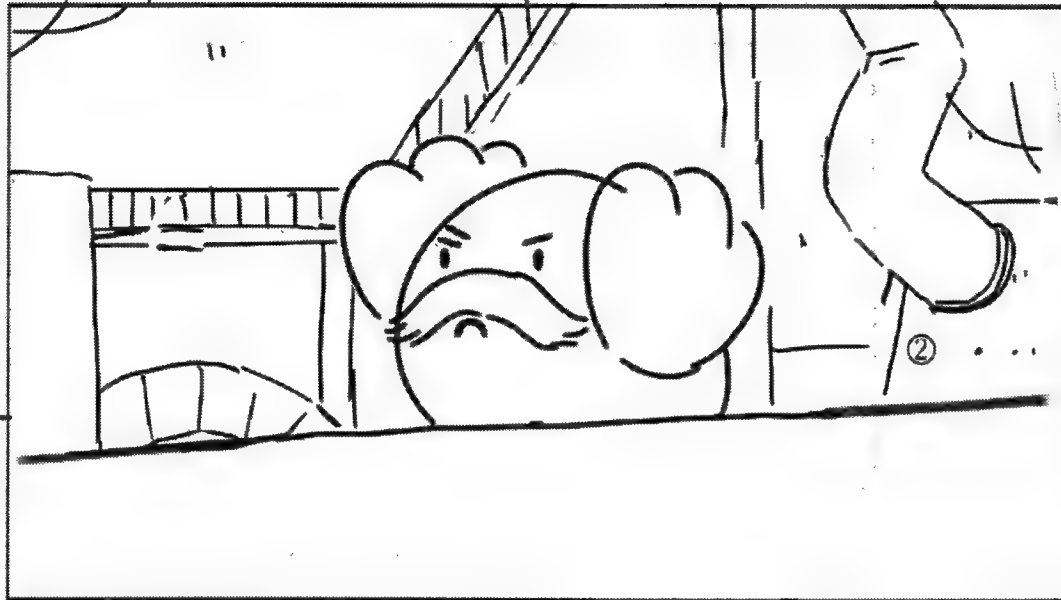
Pnl. A

Bg.

day night

Sc. 100 cont Pnl. B

Bg.



Dialog:

Erik: Hm!

E: Perhaps I am <sup>AND</sup> Maybe  
I Am wrong...

Action:

Timing:



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Stop



# ADVENTURE TIME



Page 139A  
~~139~~ **NEXT**  
 day night

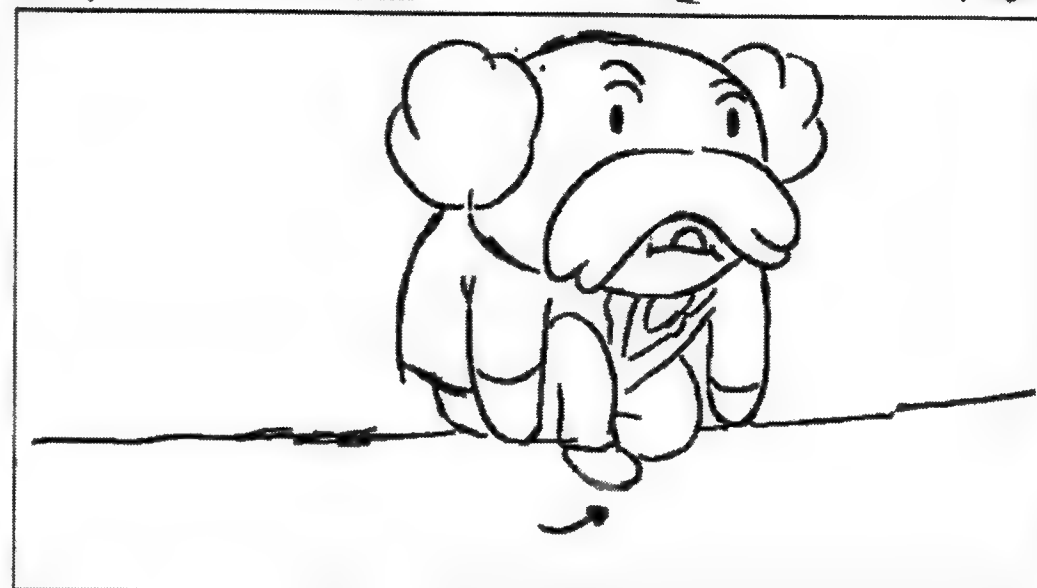
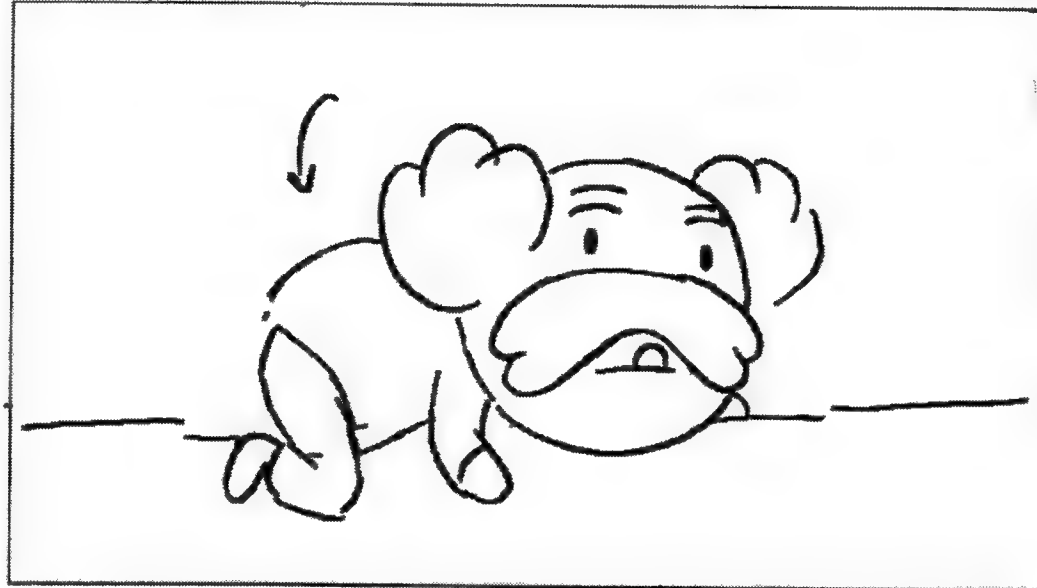
Sc. 100 cont Pnl. C

Bg.

day night

Sc. 100 cont Pnl. D

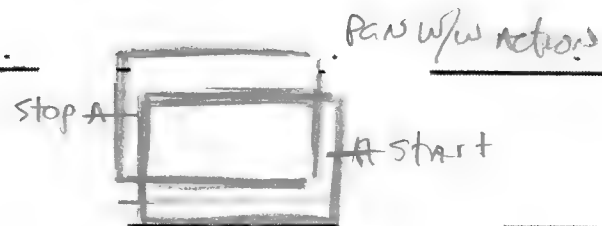
Bg.



Dialog:

*Cont Pans w/ Actions*

Action:



Timing:

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# ADVENTURE TIME



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~~139~~ **NEXT**  
 day night

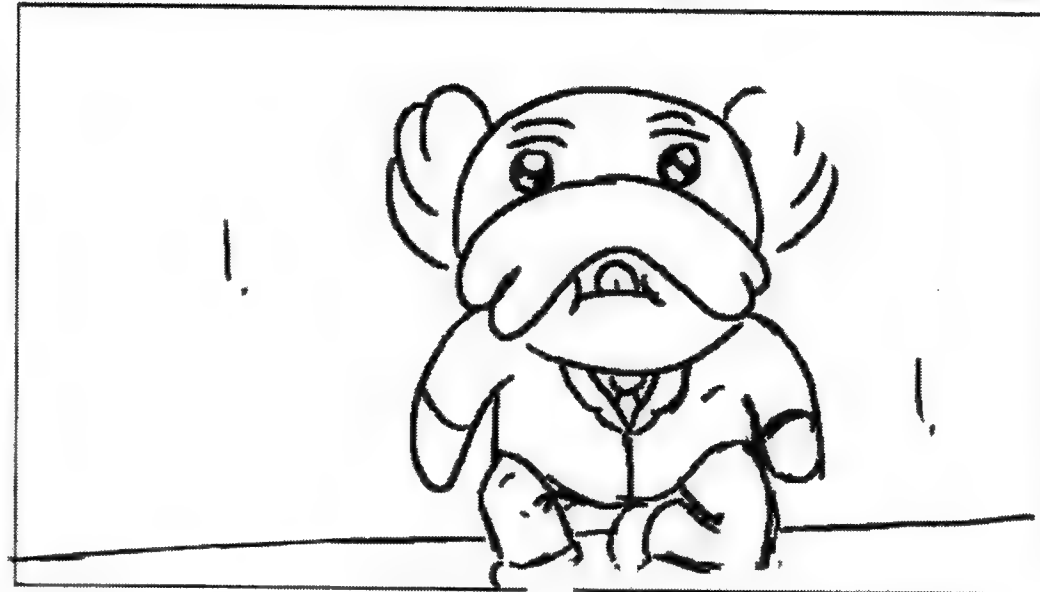
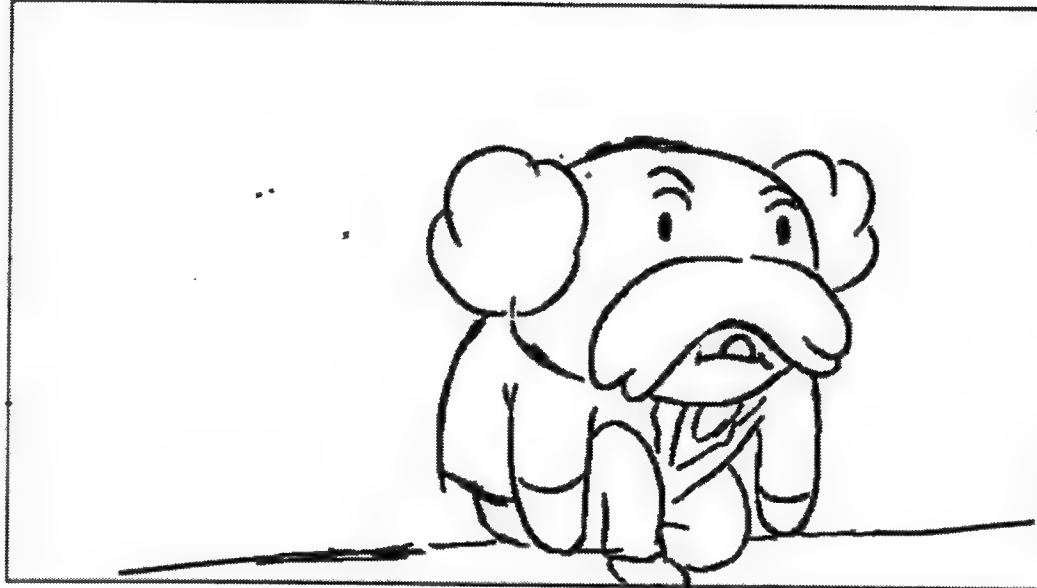
Sc. 100 cont Pnl. E

Bg.

day night

Sc. 100 cont Pnl. F

Bg.



Dialog:

*Cont pan w/ action*

Action:

Timing:

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# ADVENTURE TIME



NO SC  
101

Page 139C  
140 NEXT  
day night

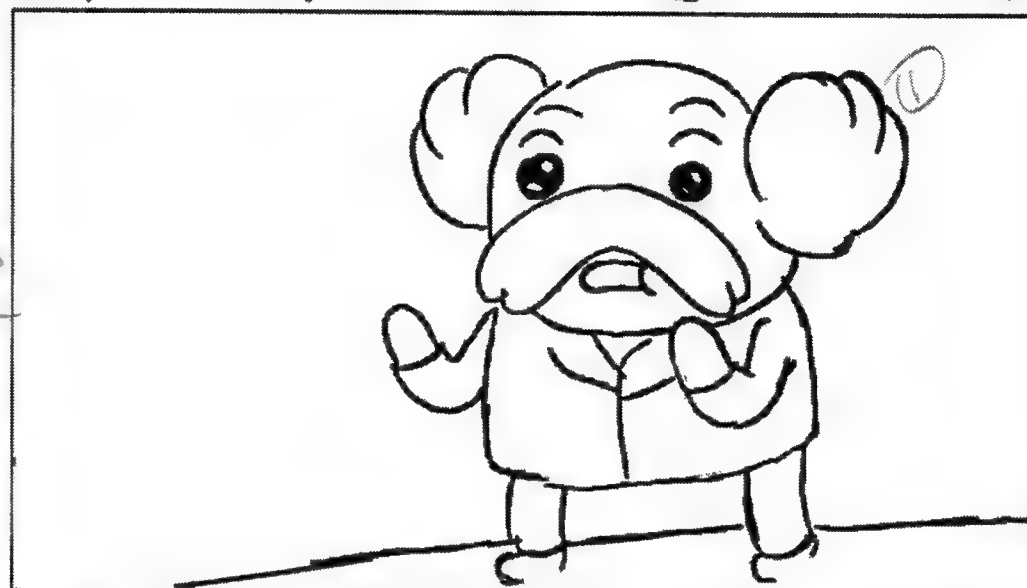
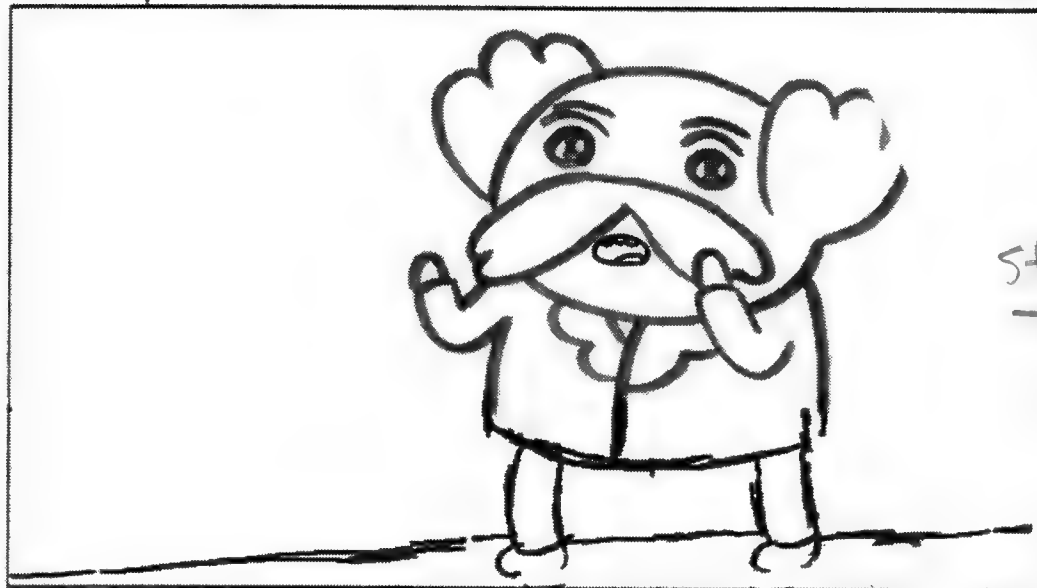
Sc. 100 cont Pnl. G

Bg.

day night

Sc. 100 cont Pnl. H

Bg.

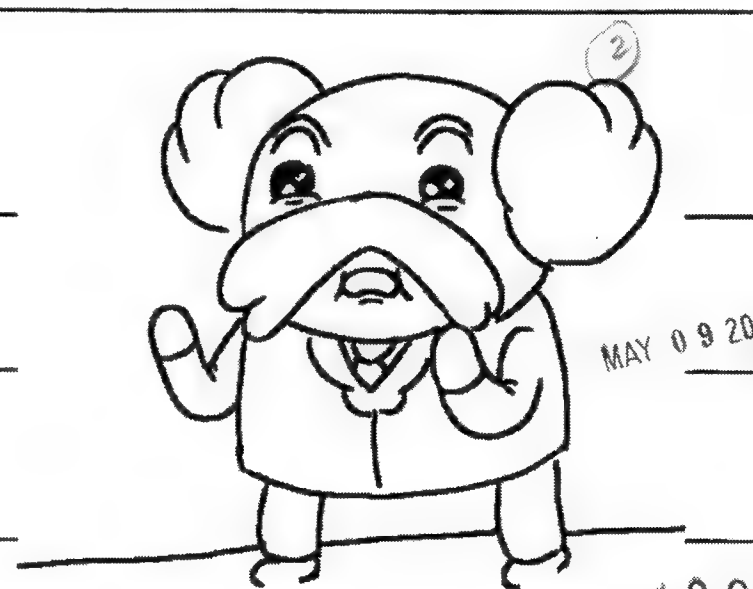


Dialog:

(GRAVE)  
E: But are you really willing to  
take that chance?

Action:

Timing:



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Hu  
Cut



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Ho Cut

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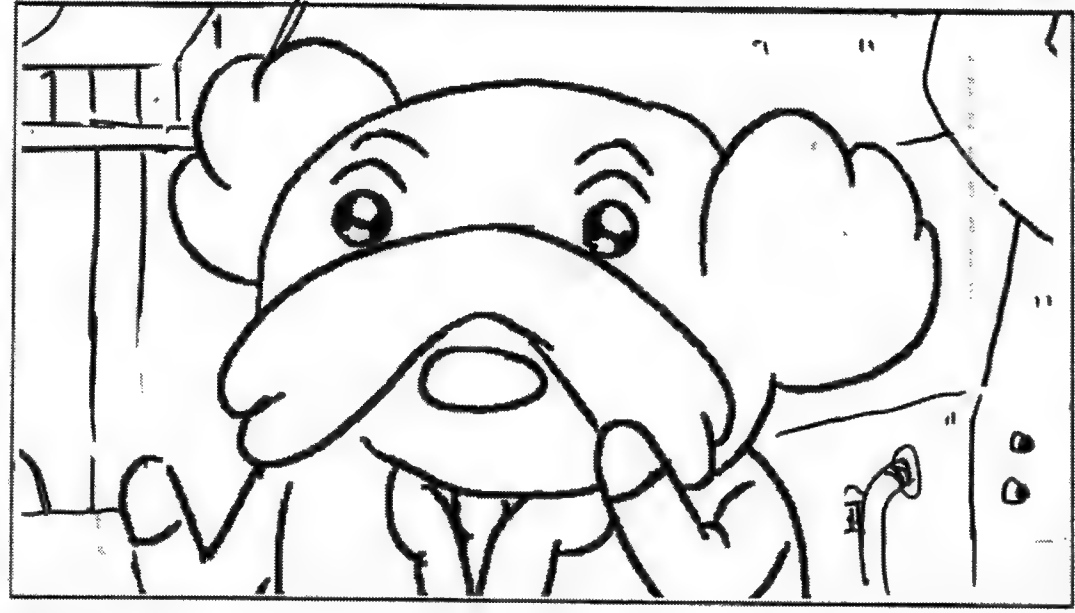


Sc. 102

Pnl. A

Bg.

day night

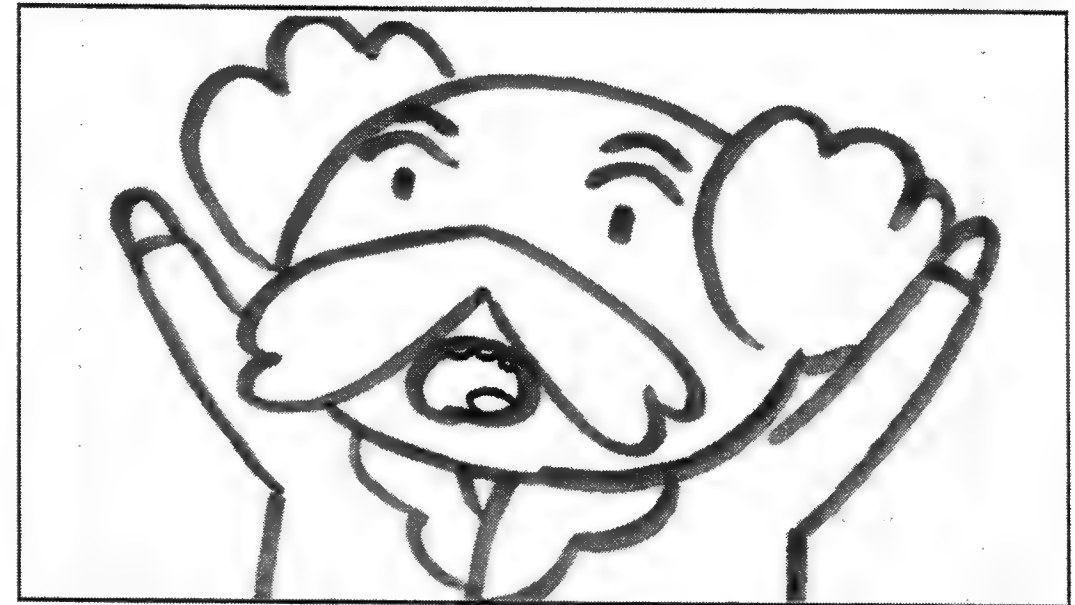


Sc. 102 CONT

Pnl. B

Bg.

day night



Dialog:	<p>E: We should imprison Jake</p>
Action:	
Timing:	

MAY 09 2014

EPISODE # 1025-184  
Production :

1025/184

1025/184



1025/184

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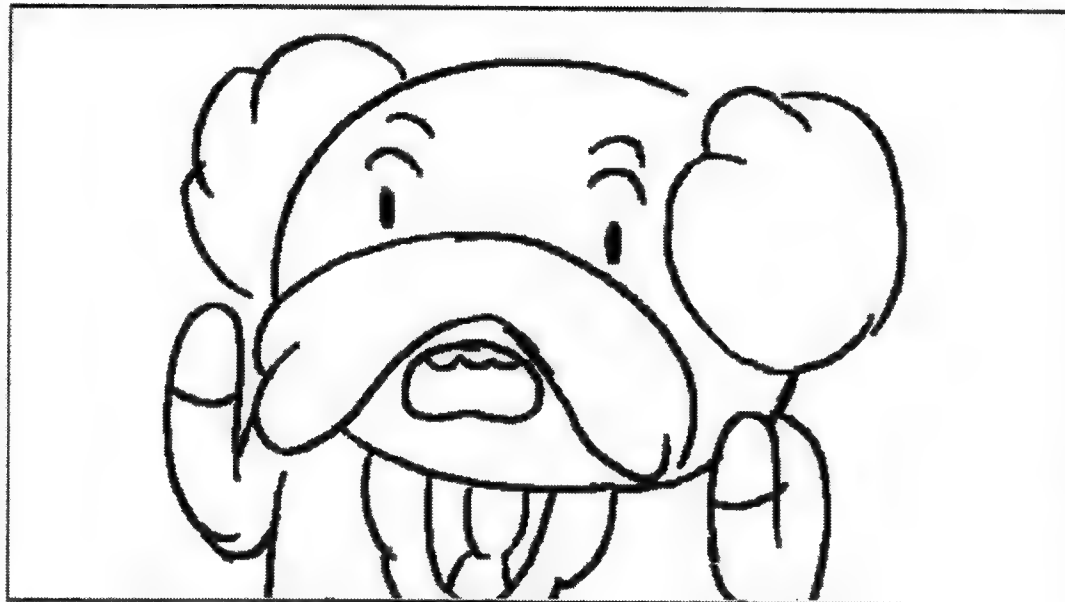
# ADVENTURE TIME



Sc. 102 CONT Pnl. C

Bg.

day night



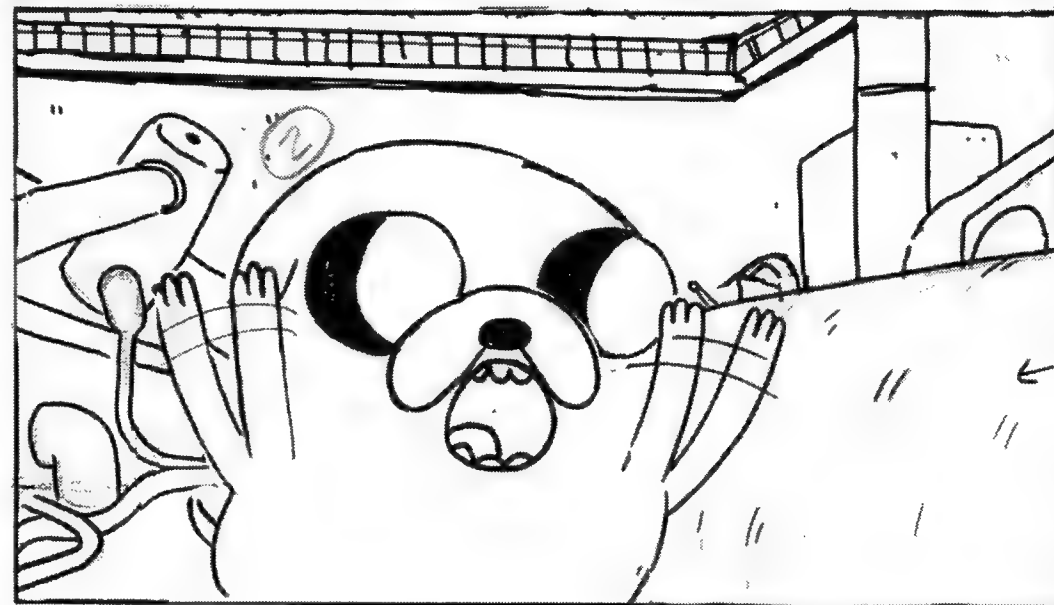
Sc. 103

Pnl. A

Bg.

day night

Page 141



Dialog:

E: IMMEDIATELY!

J: What - No way!

MAY 08 2014

Action:

- J. WAVES ARMS

Timing:



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COLUMN

Production :

1025/184



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# ADVENTURE TIME



Page 142

Sc. 103 cont Pnl. B

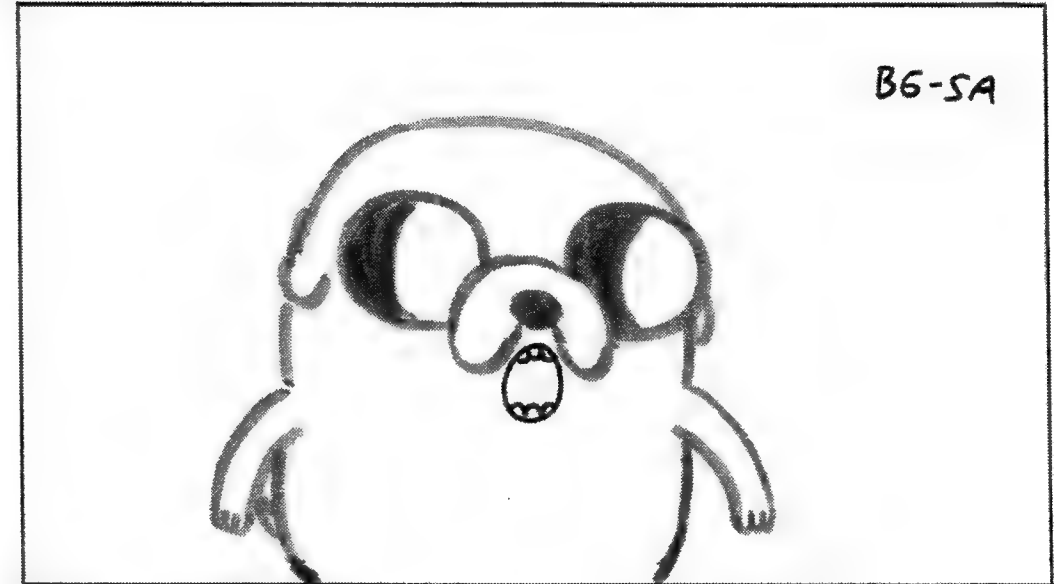
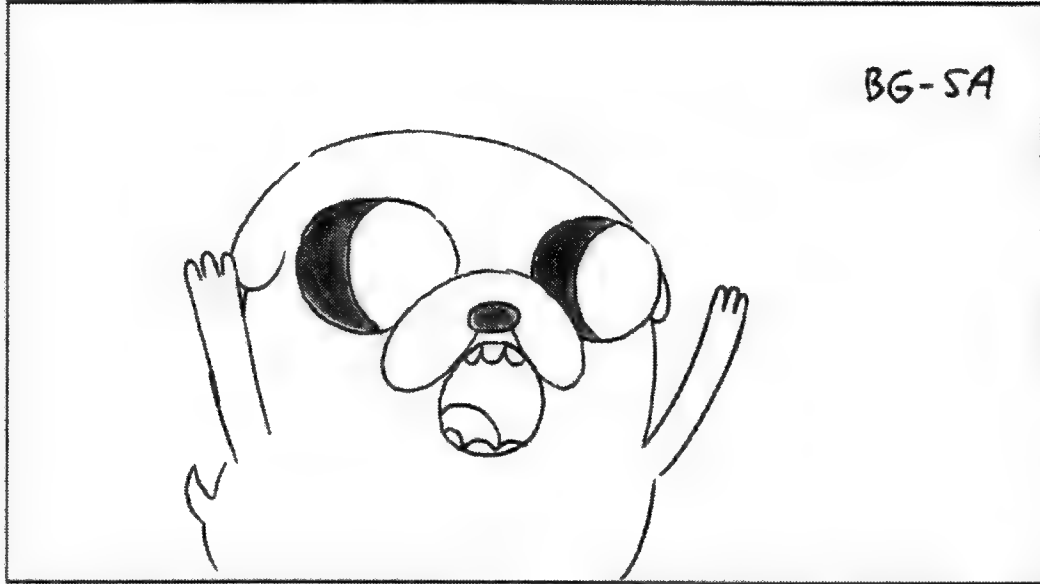
Bg.

day night

Sc. 103 cont Pnl. C

Bg.

day night



Dialog:

J: The world's not gonna end  
just because I go get  
a bagel.

Action:

(B) pose

MAY 09 2014

Timing:

EPISODE # 1025-184

EPISODE #

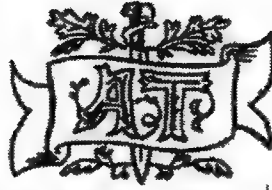
1025/184

Production :

1025/184



# ADVENTURE TIME



HV  
cut

Page 143

Sc. 103 cont Pnl. D

Bg.

day night

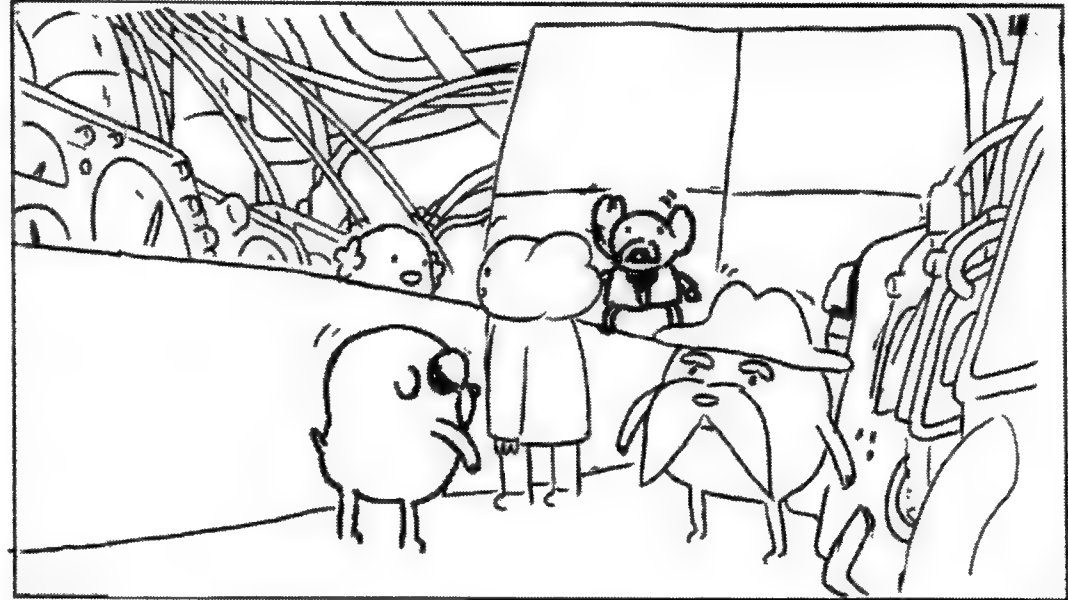


Sc. 104

Pnl. A

Bg.

day night



Dialog:

SFX: \* RUMBLING \*

Action:

Rumbling.

②



Timing:

MAY 09 2014

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Production :

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101,0701

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# ADVENTURE TIME

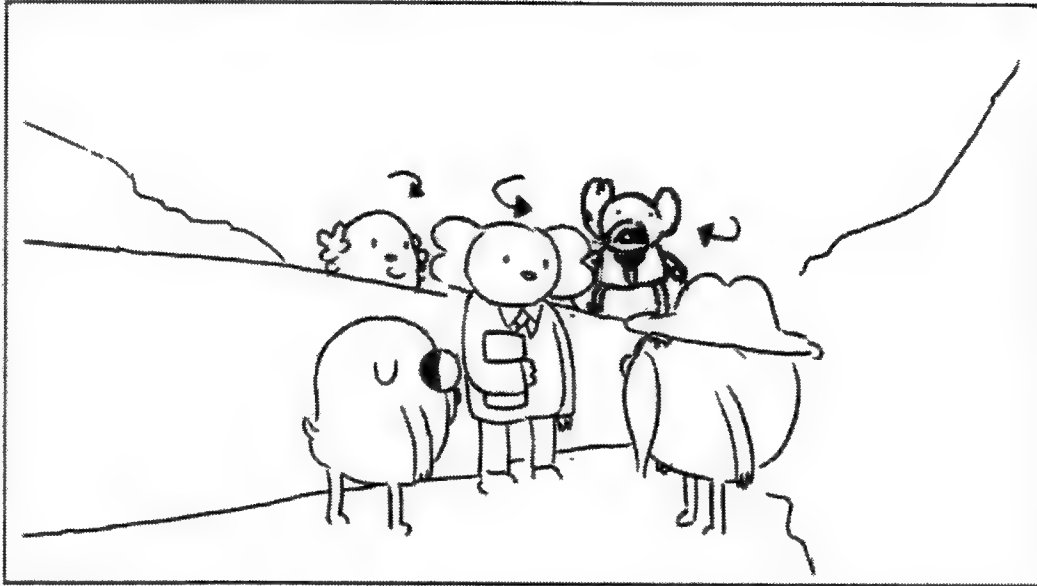


Page 144  
day night

Sc. 104 CONT Pnl. B

Bg.

day night



Sc. 104 CONT Pnl. C

Bg.

day night



*Handwritten:* Hu Cat

EPISODE # 1025-184

1025/184

1025/184

Production :

Dialog:

Mayor: Seize him!!

J: UHH...

Action:

Jake and people look at each other. (BEAT)

Jake starts to grow.

Timing:

MAY 09 2014

1025/184



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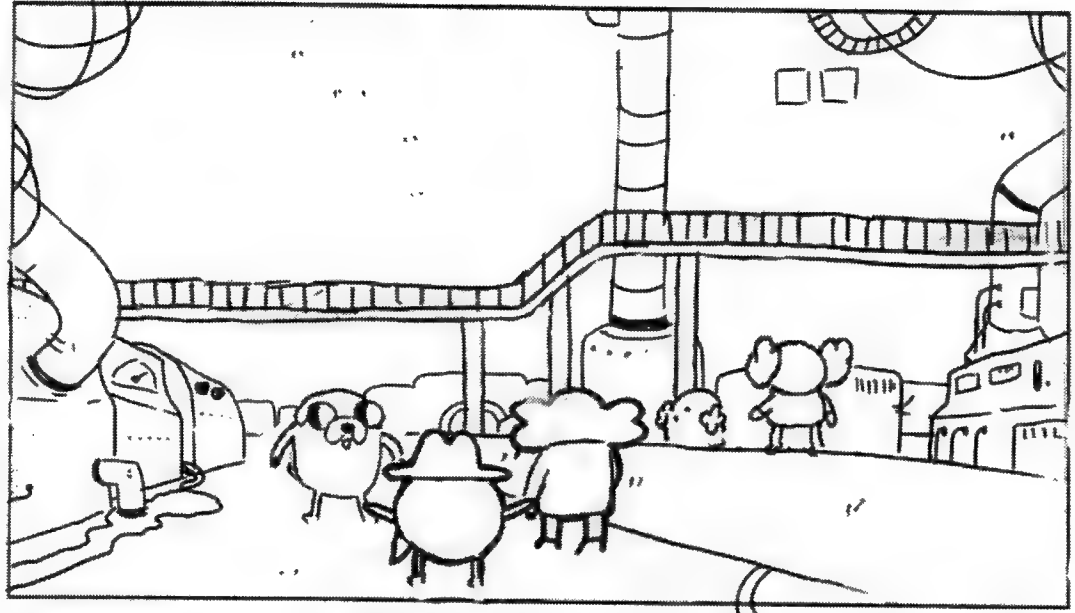
Hi  
Cat

# ADVENTURE TIME

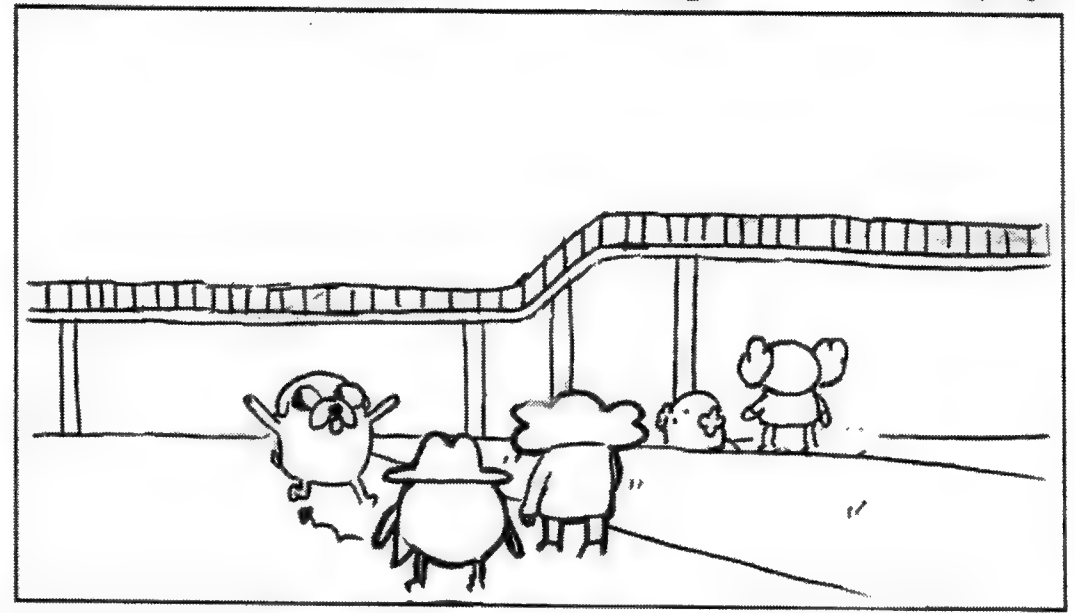


Page 145

Sc. 105 Pnl. A Bg. day night



Sc. 105 CONT Pnl. B Bg. day night



Dialog:	
<u>J:</u> Place.	
Action:	
-J. BACKS AWAY	Jake grows.
Timing:	

MAY 09 2014

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EPISODE #

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Production :

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# ADVENTURE TIME



Page 146  
146A NEXT  
day night

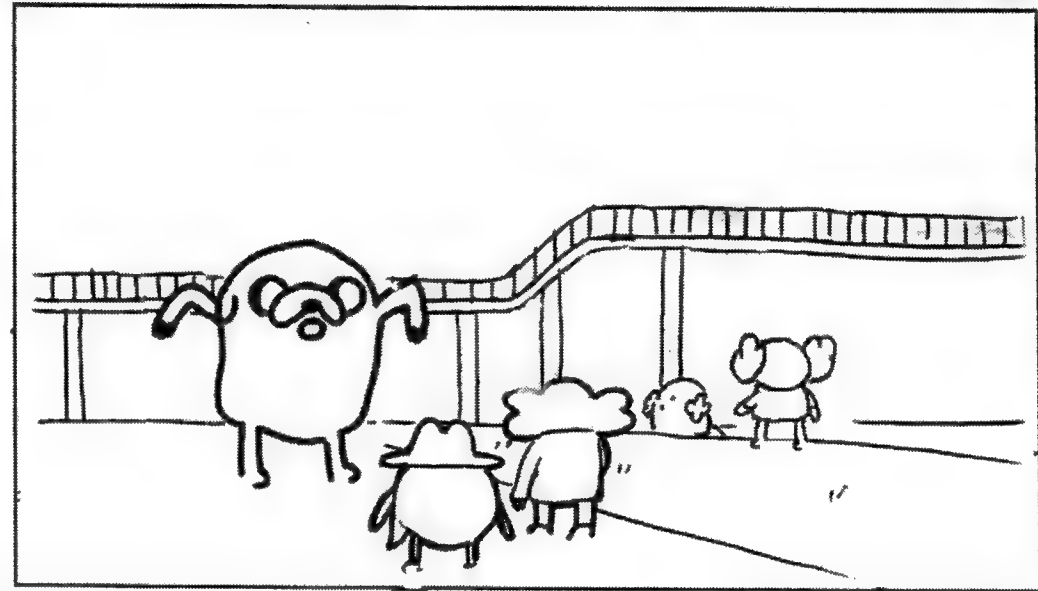
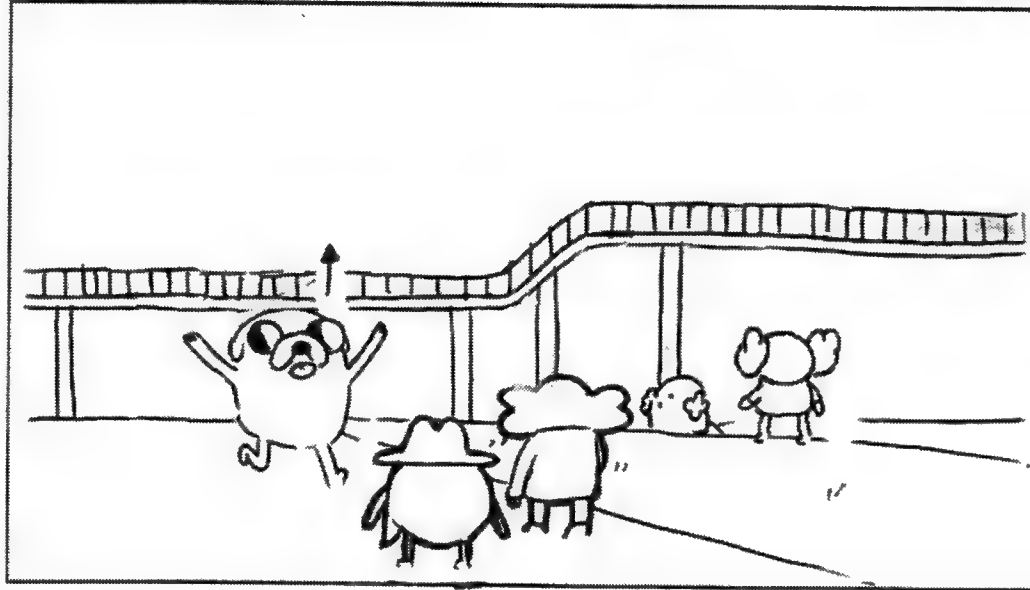
Sc. 105 cont Pnl. C

Bg.

day night

Sc. 105 cont Pnl. D

Bg.



Dialog:

↓: AH!

Action:

A bunch of security guards jump on Jake.

Timing:

MAY 09 2014

EPISODE #

1025-184

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Production :

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1025/184



# ADVENTURE TIME



Sc. 105 cont Pnl. E

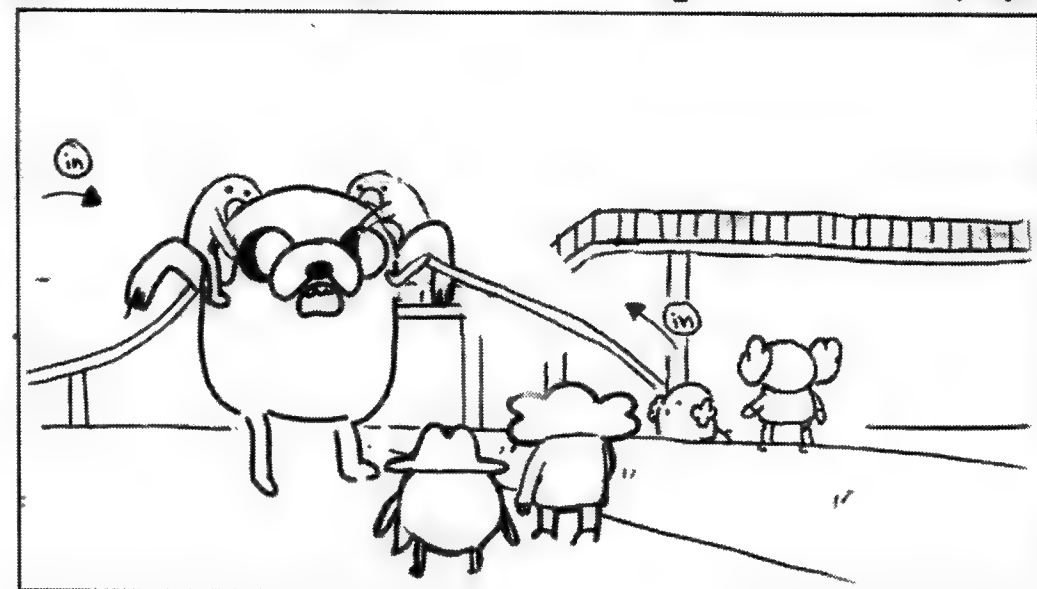
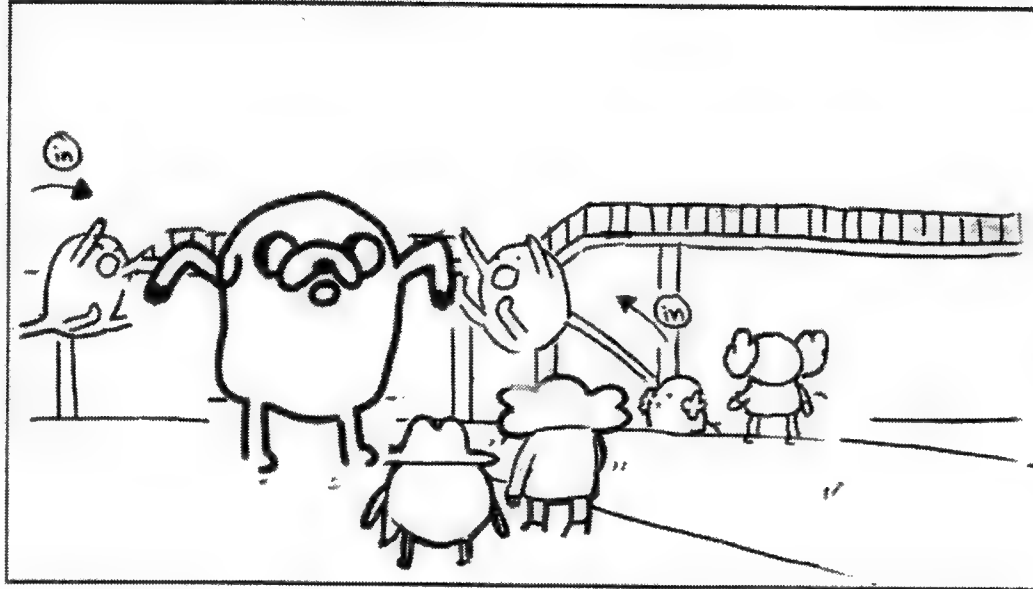
Bg.

day night

Sc. 105 cont Pnl. F

Bg.

Page 146 A  
1460 NEXT  
day night



Dialog:

GUARD #1 : AAH!  
GUARD #2 :

J : AH!

Action:

A bunch of security guards jump on Jake.

Timing:

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EPISODE #

Production :

1025-184

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1025/184

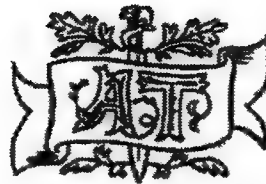
1025/184



1025/184

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# ADVENTURE TIME



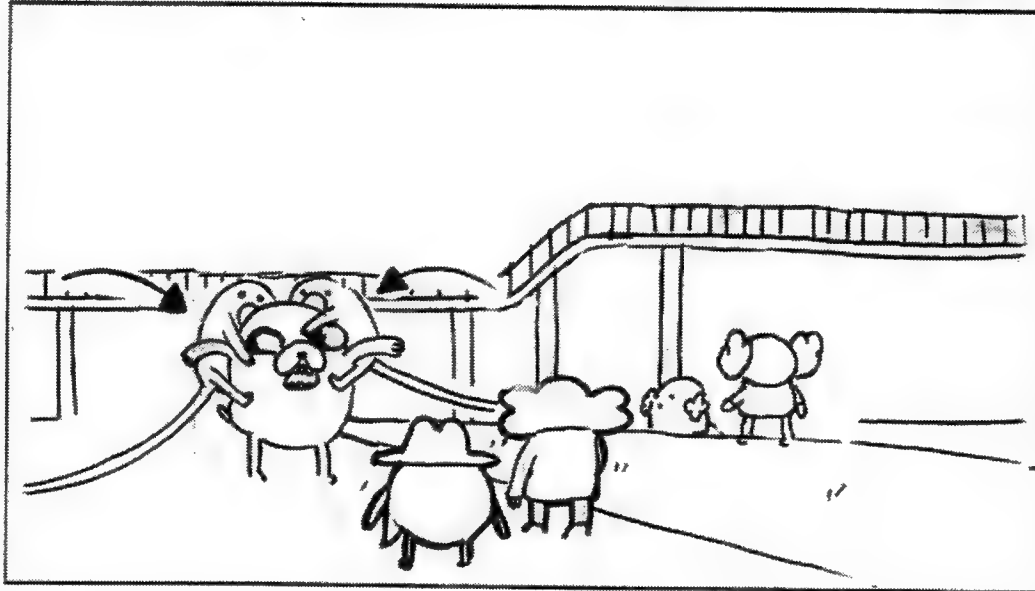
It's  
Cut

Page 146 B  
147 NEXT  
day night

Sc. 105 *cont* Pnl. G

Bg.

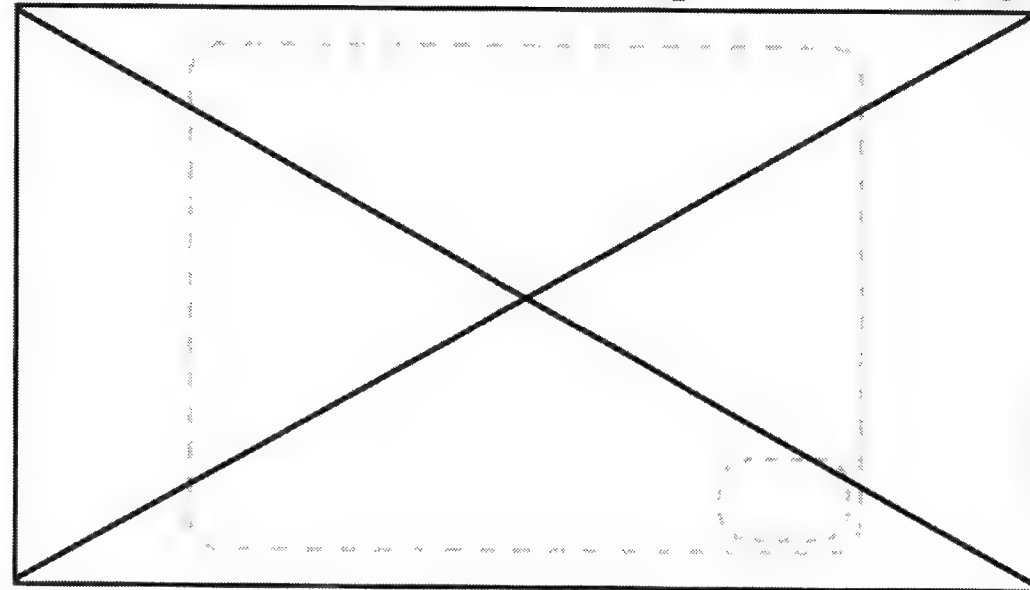
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

A bunch of security guards jump on  
Jake.

Timing:

MAY 09 2014

EPISODE #

1025-184

1025/184

Production :

1025/184



HW  
CUT

# ADVENTURE TIME



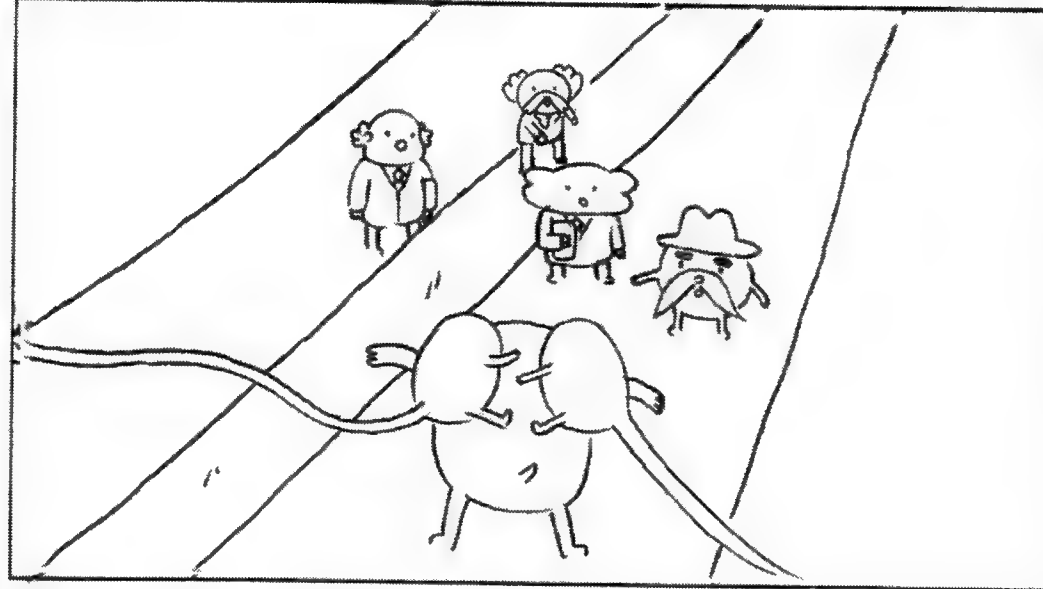
Page 147

Sc. 106

Pnl. A

Bg.

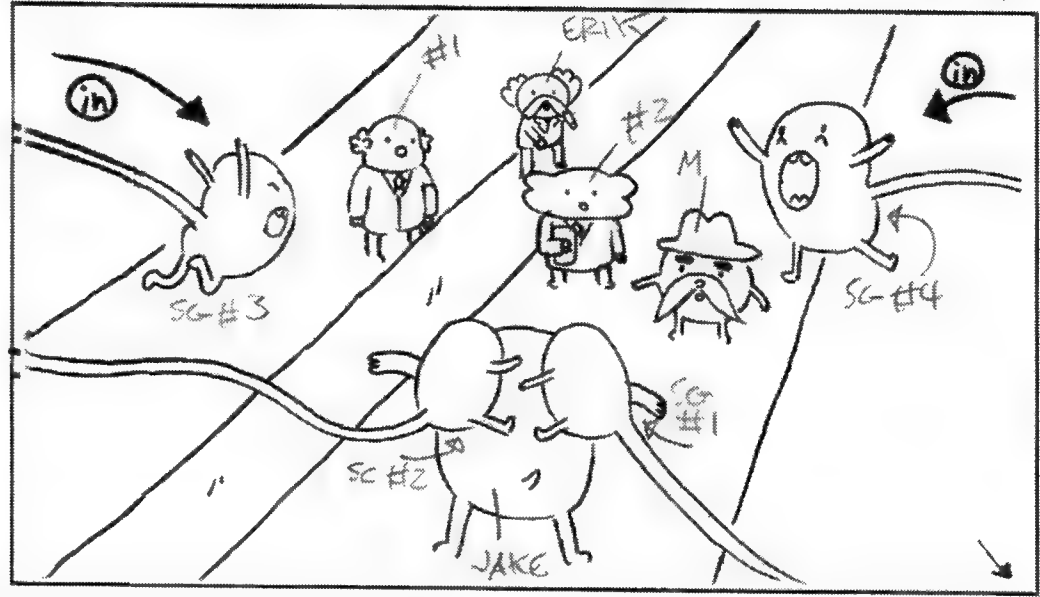
day night



Sc. 106 cont Pnl. B

Bg.

day night



Dialog:

Walla: [grunting and screaming]

Action:

- security guards jump on Jake.

Timing:

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Production :

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1025/184

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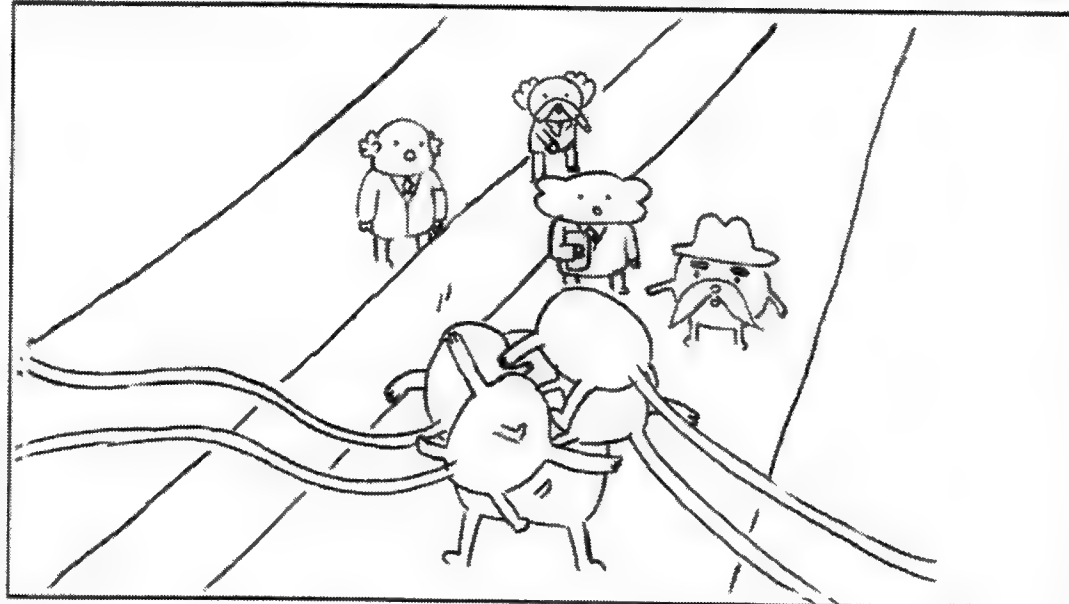


Page 148

Sc. 106 CONT Pnl. C

Bg.

day night

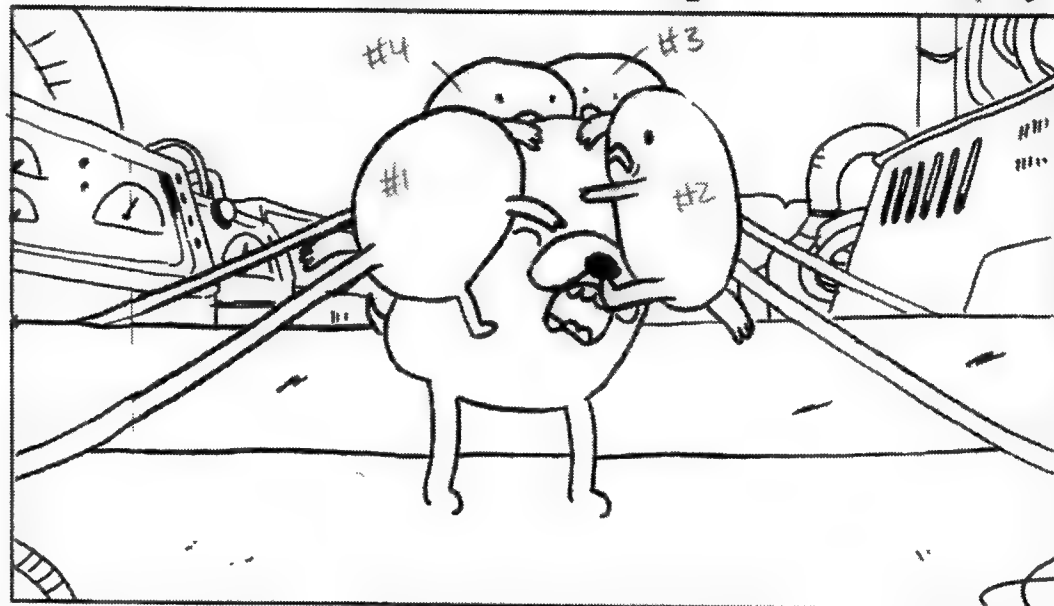


Sc. 107

Pnl. A

Bg.

day night



1025/184

Dialog:

J: Eh!!

GUARDS : [STRUGGLING]

Action:

Timing:

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EPISODE #

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Production :

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# ADVENTURE TIME

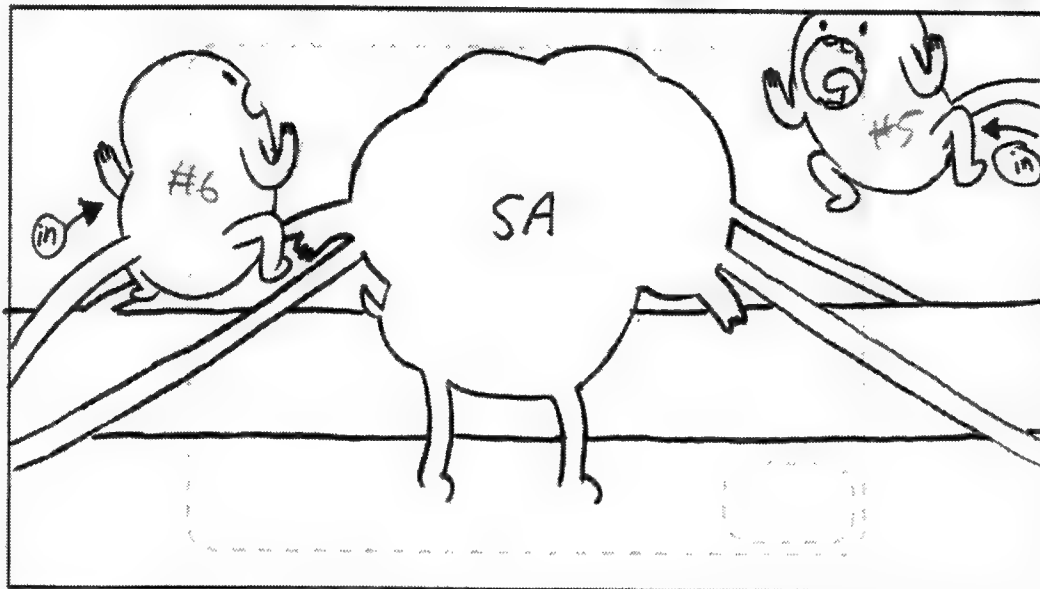


Page 149

Sc. 107 cont Pnl. B

Bg.

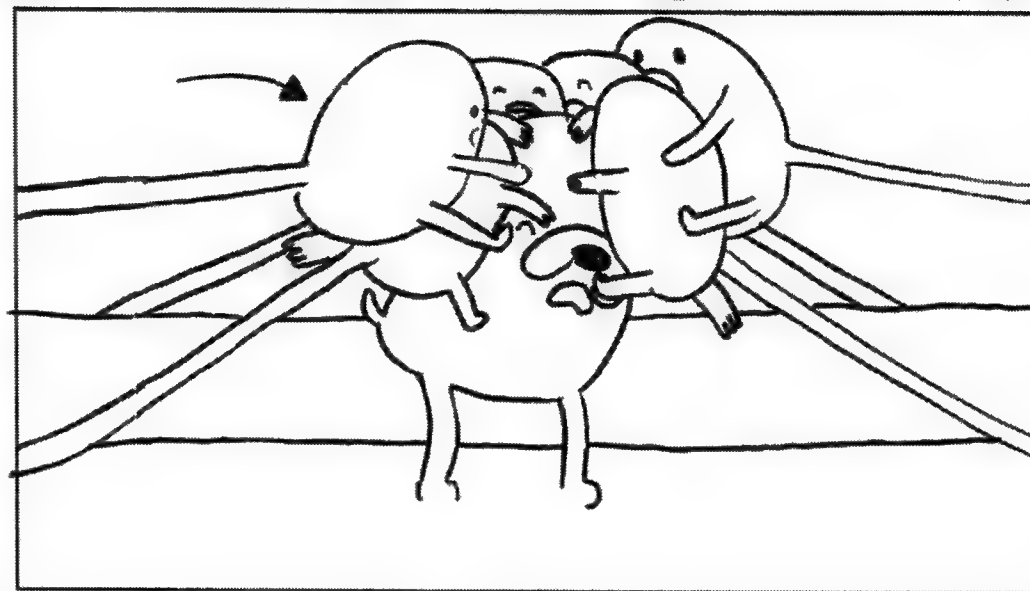
day night



Sc. 107 cont Pnl. C

Bg.

day night



Dialog:

J: [STRUGGLING]

Action:

Security guards jump onto Jake

Timing:

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EPISODE #

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Production :

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1025/184

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# ADVENTURE TIME



Page 150

He  
Cut

1025-184

EPISODE #

1025/184

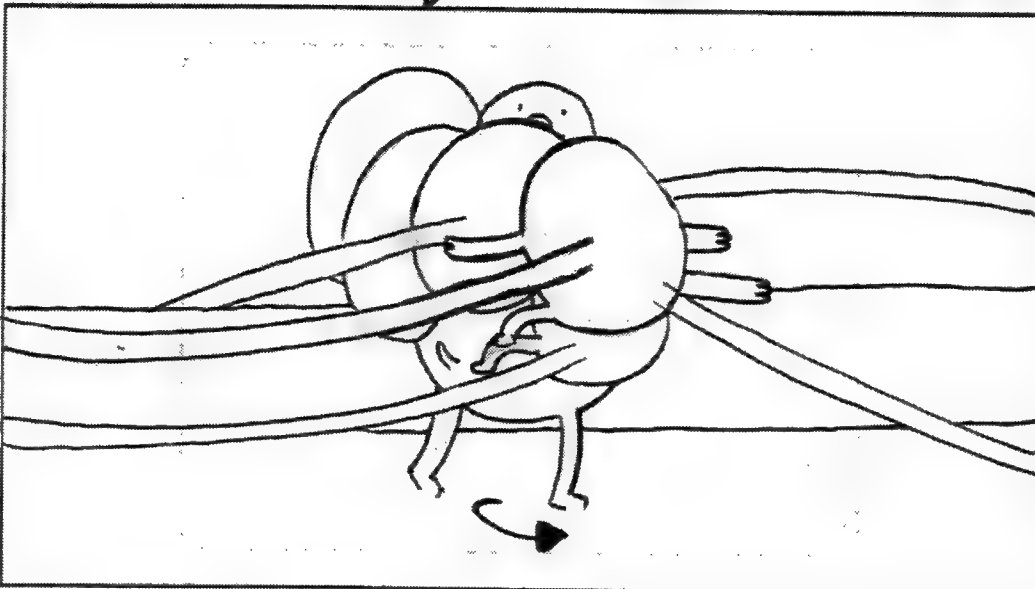
Production :

1025/184

Sc. 107 cont Pnl. D

Bg.

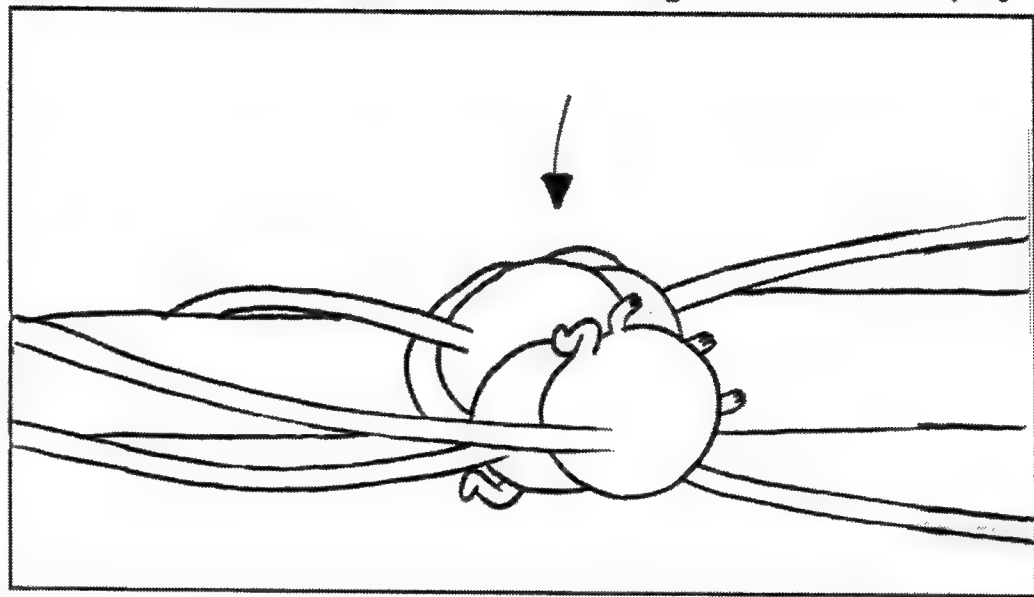
day night



Sc. 107 cont Pnl. E

Bg.

day night



Dialog:

J: [STRUGGLING]

Action:

Guards wrestle Jake back to a small size.

MAY 09 2014

Timing:



HW  
Wt

# ADVENTURE TIME



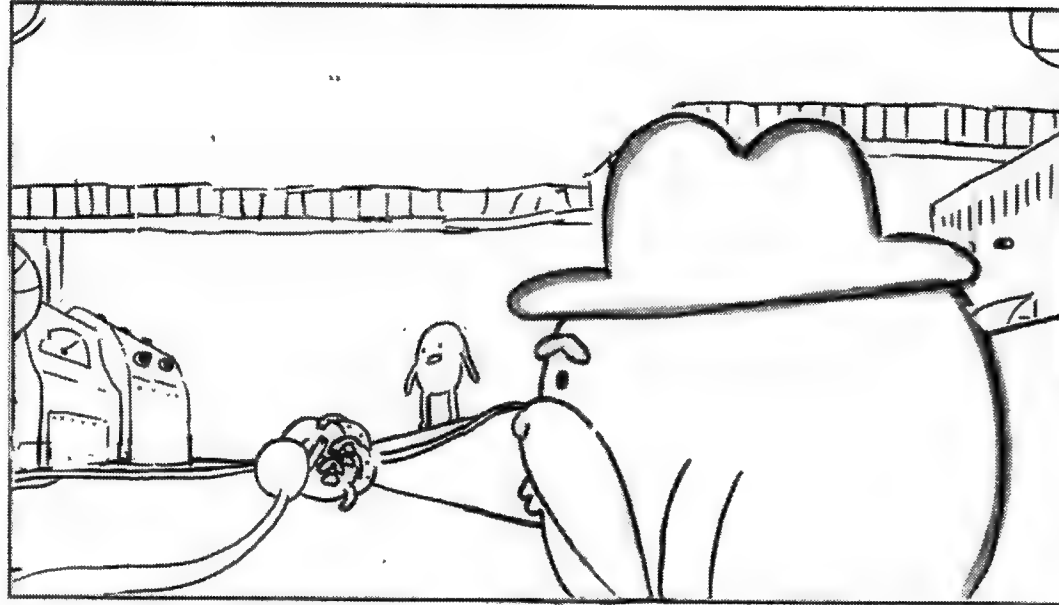
Page 151

Sc. 108

Pnl. A

Bg.

day night

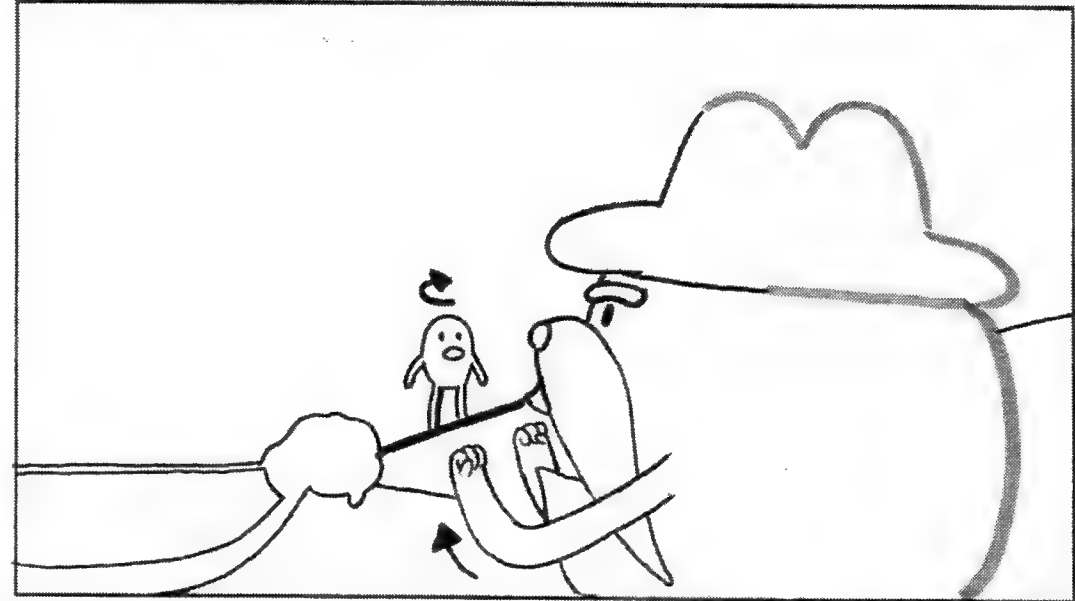


Sc. 108 CONT

Pnl. B

Bg.

day night



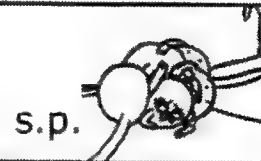
Dialog:

J: whyyyyyyyy?...

M: Finish him!!!

Action:

J. IS PINNED DOWN



s.p.

Timing:

MAY 09 2014

Production :

EPISODE #

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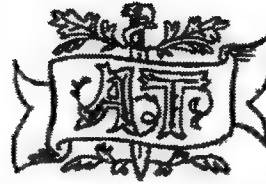
1025/184

1025/184

1025/184



# ADVENTURE TIME



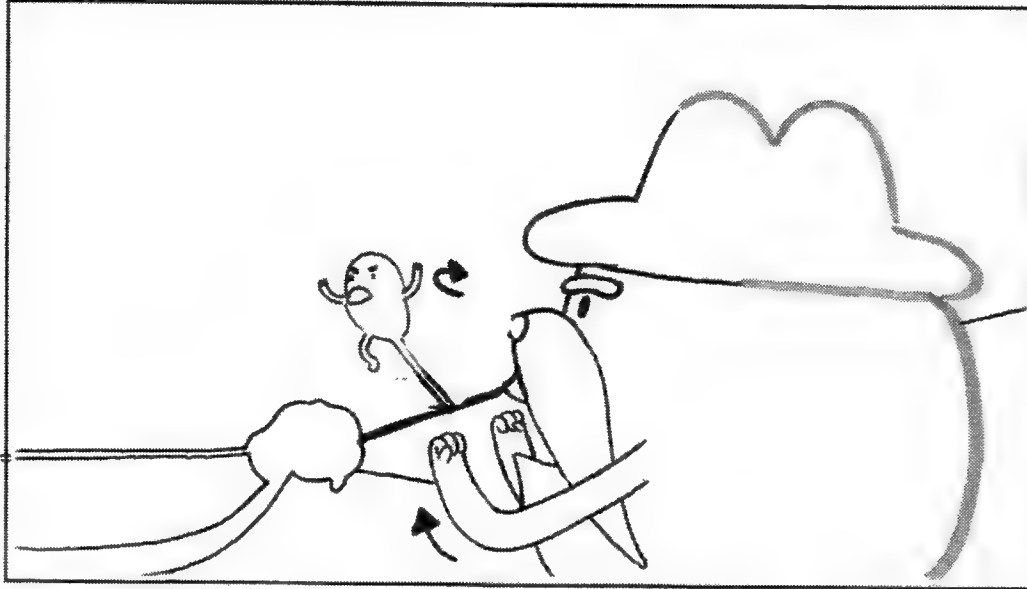
Page 152  
152A-NEXT  
day night

170  
Cut

Sc. 108 CONT Pnl. C

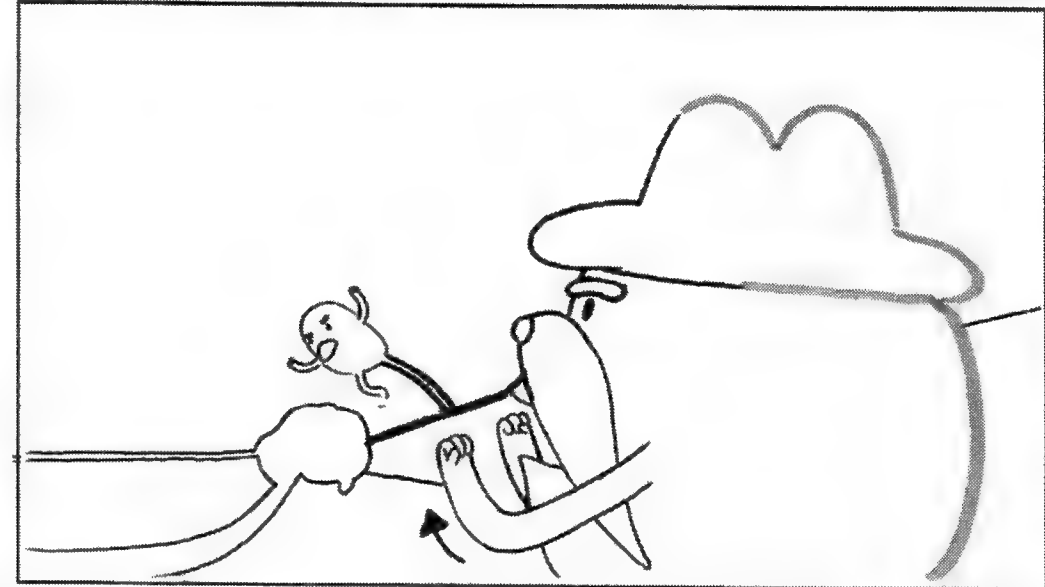
Bg.

day night



Sc. 108 CONT Pnl. D

Bg.



1025-184

EPISODE #

1025/184

Production :

1025/184

Dialog:

M: Finish him!!!

JAKE GUARD #1: AAH!

Action:

Security guard jumps onto pile.

MAY 09 2014

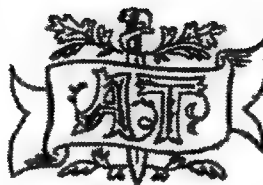
Timing:

1025/184



HW  
Cont

# ADVENTURE TIME



Page 152A  
153. NEXT  
day night

Sc. 109

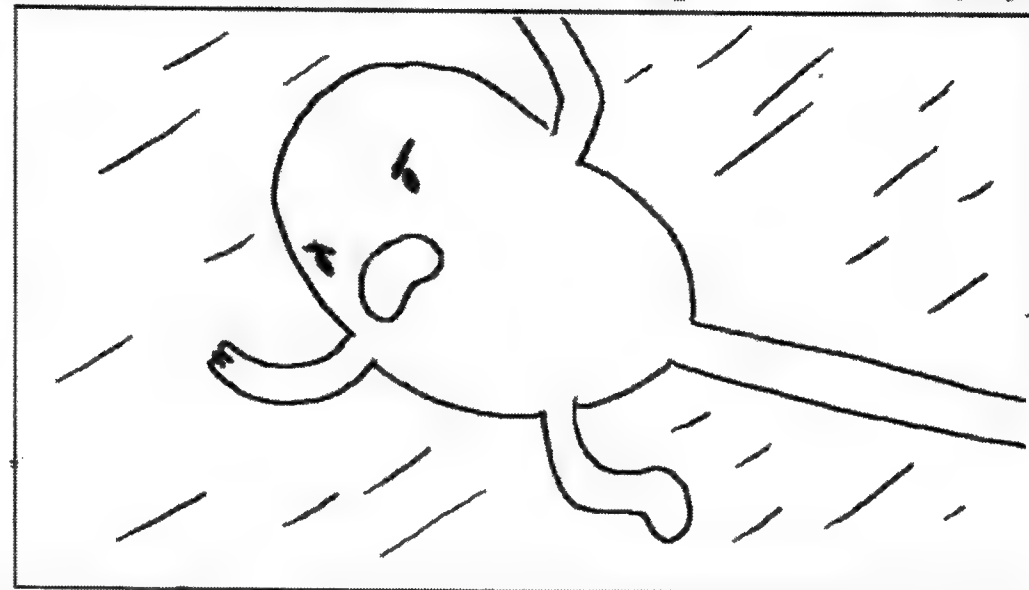
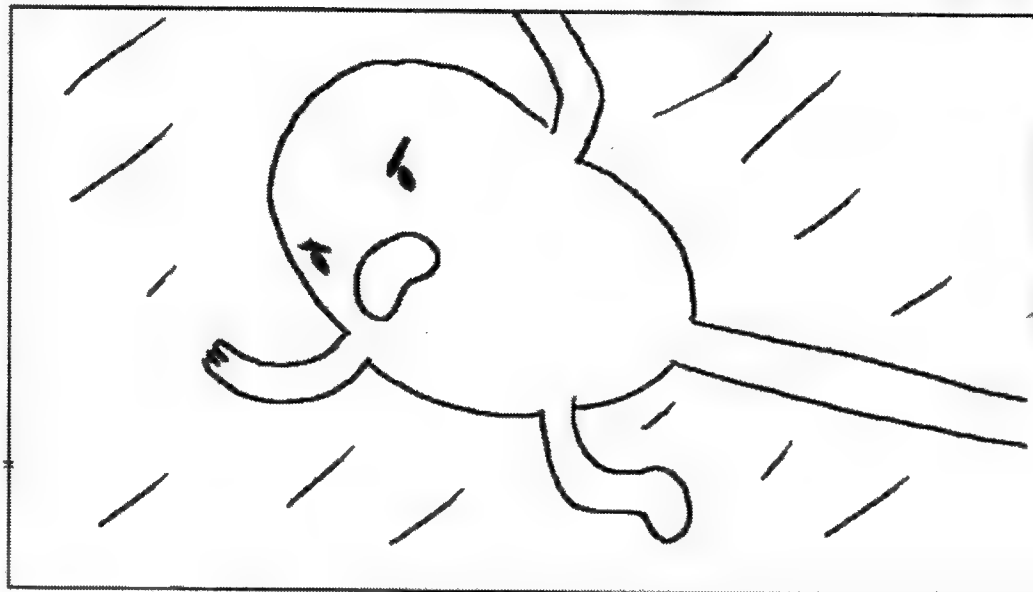
Pnl. A

Bg.

day night

Sc. 109 CONT Pnl. B

Bg.



Dialog:

JAKE GUARD #1 : AAH!

Action:

Security guard jumps onto pile.

MAY 09 2014

Timing:

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EPISODE #

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Production :

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# ADVENTURE TIME

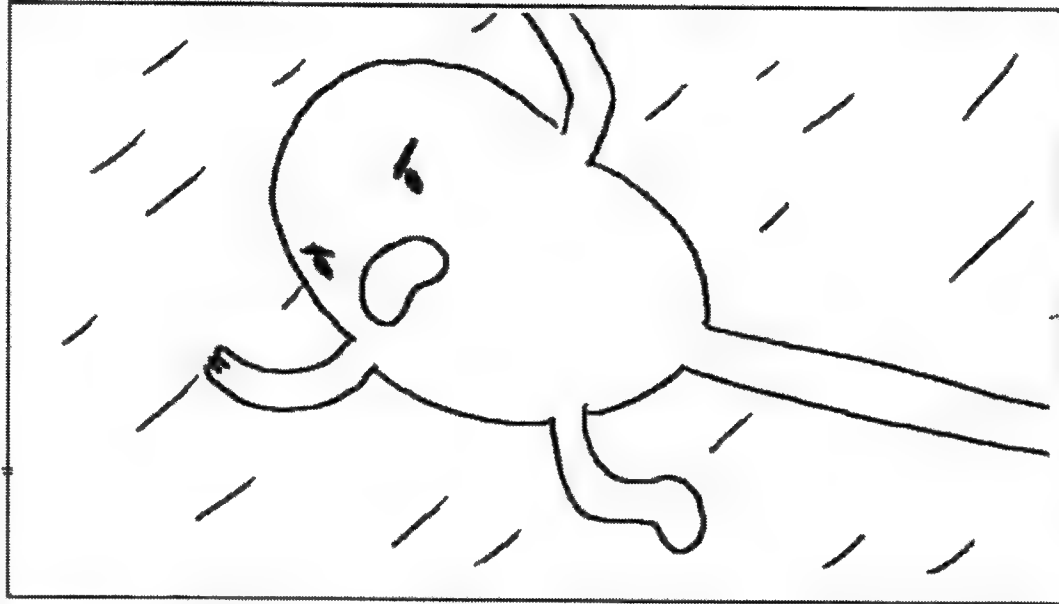


Page 153

Sc. 109 CONT Pnl. C

Bg.

day night



Sc. 110

Pnl. A

Bg.

day night



Dialog:

JAKE GUARD #1 : AAH!

Action:

Security guard jumps onto pile.

MAY 09 2014

Timing:

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EPISODE #

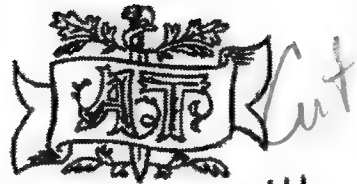
1025/184

Production :

1025/184



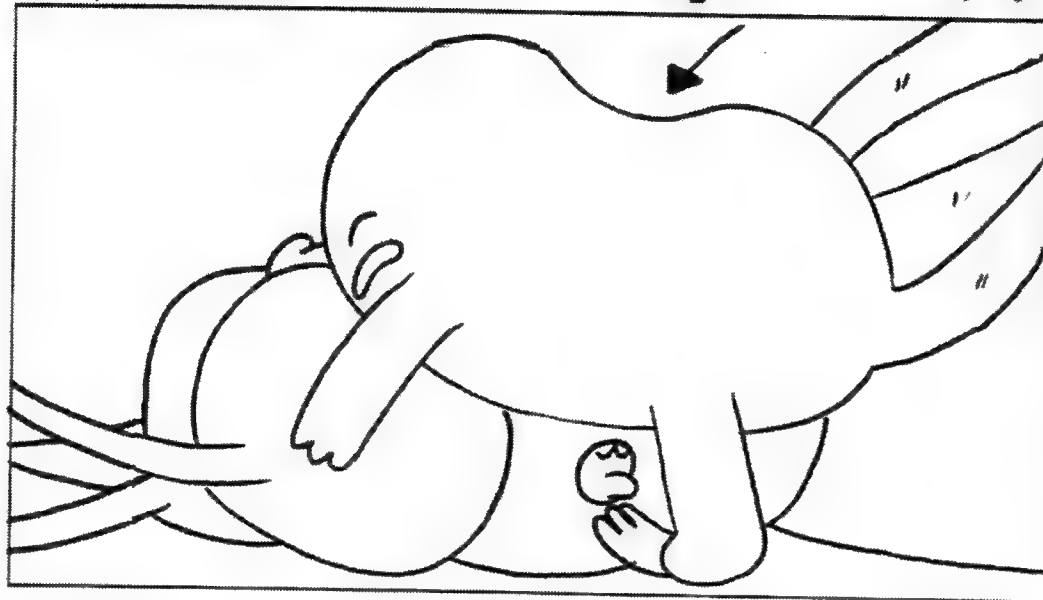
# ADVENTURE TIME



Sc. 110 CONT Pnl. B

Bg.

day night



Sc. 111

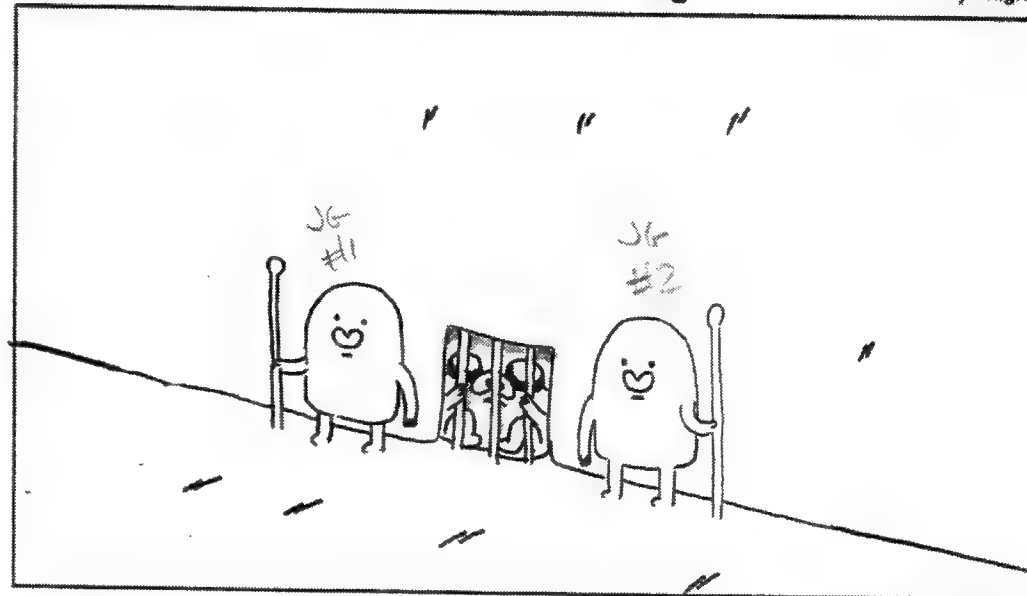
Pnl. A

Bg.

day night

Page 154

Ho  
Cut



1025-164

EPISODE #

1025/184

Production :

1025/184

Dialog:

J: UGH!

Action:

- FINAL GUARD LANDS ON JAKE

- SMASH CUT TO JAKE IMPRISONED  
IN SMALL CELL.

Timing:

MAY 09 2014

1025/184



1025/184

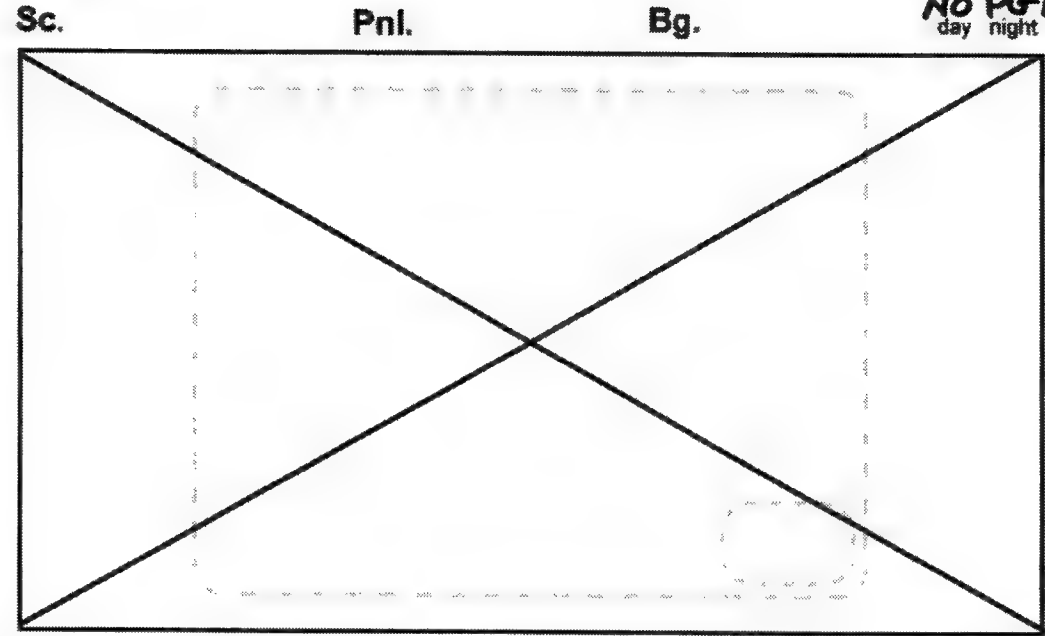
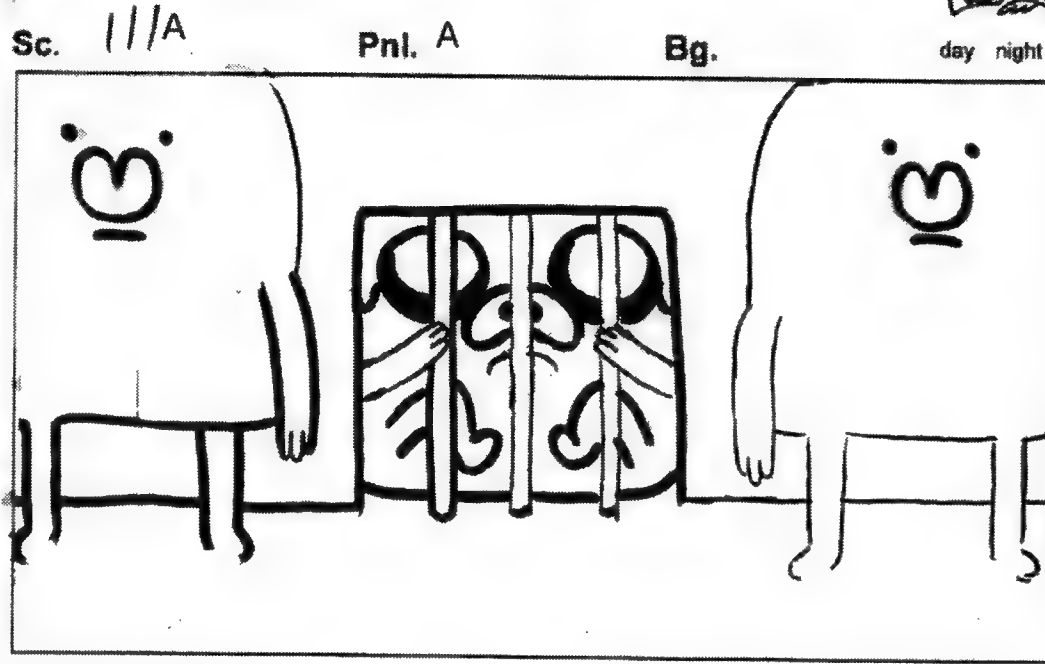
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Ho  
Cut

# ADVENTURE TIME



Page **155**  
**NO PG-156**  
day night



Dialog:

J.: [WHIMPER]

Action:

- J. TRIES TO STRETCH AN ARM OUT OF CELL.

MAY 09 2014

Timing:

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EPISODE #

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Production :

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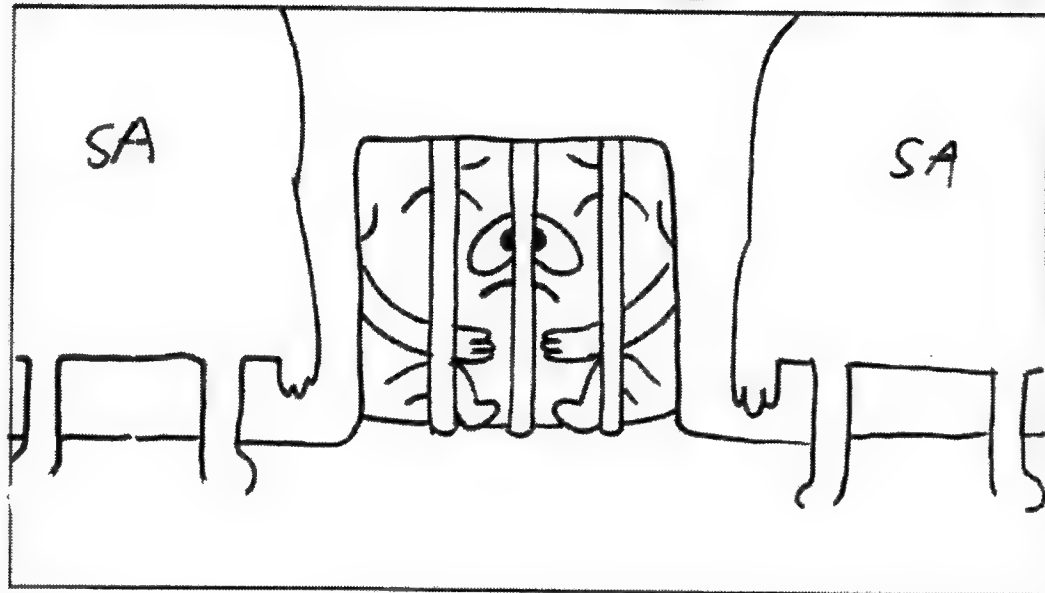
# ADVENTURE TIME



Sc. 111A *CONT* Pnl. B

Bg.

day night



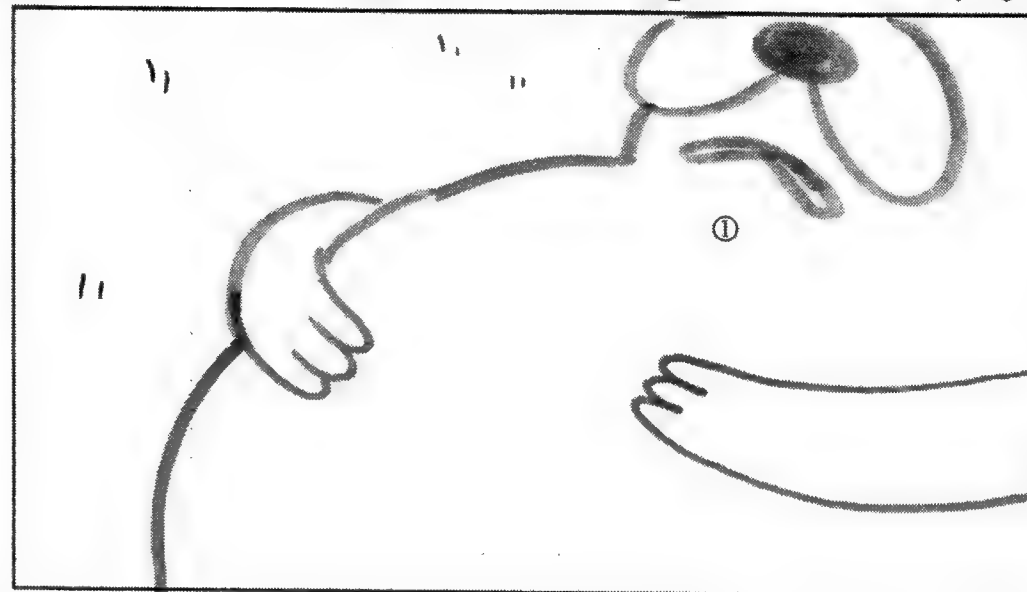
Sc. 112

Pnl. A

Bg.

Page 157

day night



Dialog:

Jake: Bagel.

Action: - Jake holds his stomach.

Timing:



②  
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Production :

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# ADVENTURE TIME



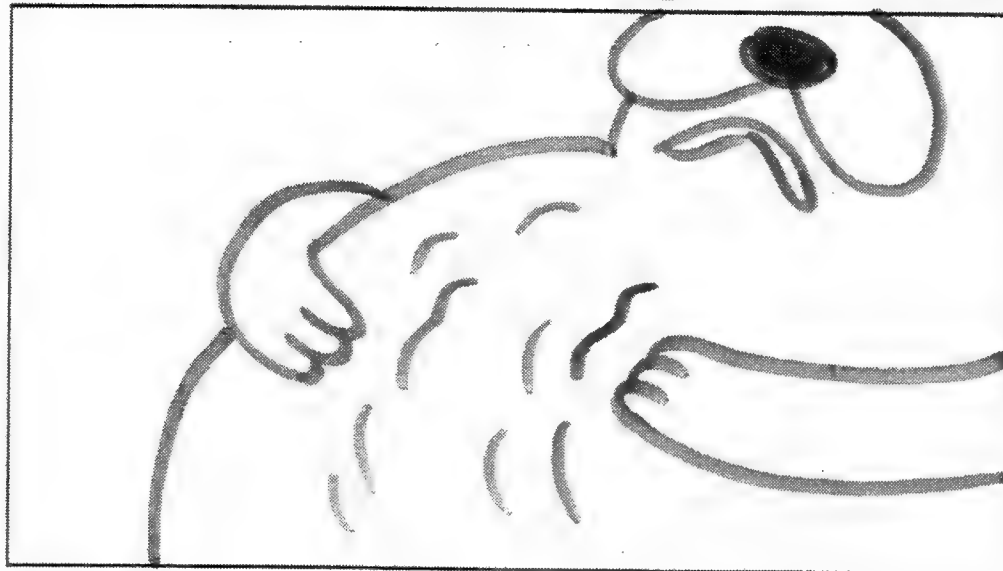
Cart

Page 158

Sc. 112 cont Pnl. B

Bg.

day night

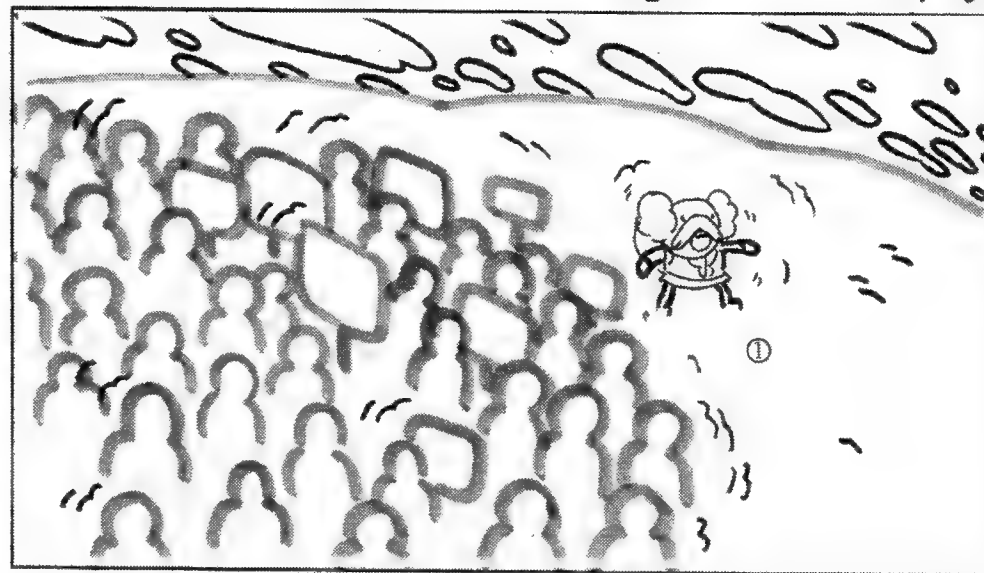


Sc. 113

Pnl. A

Bg.

day night



Dialog:

SFX: \* RUMBLE \*

JAKE PEOPLE: [ WORRIED WALLA ]

Action:

- JAKE HAS Belly waves.

WORLD QUAKING.

Timing:



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1025-184

Production :

1025/184

1025/184



# ADVENTURE TIME



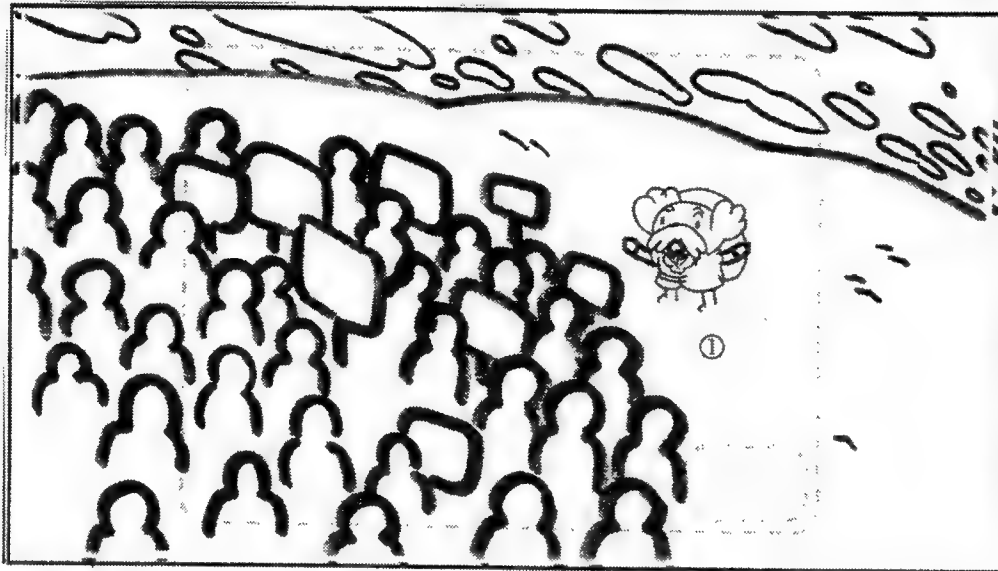
HW  
Cut

Page 159

Sc. 113 cont Pnl. B

Bg.

day night

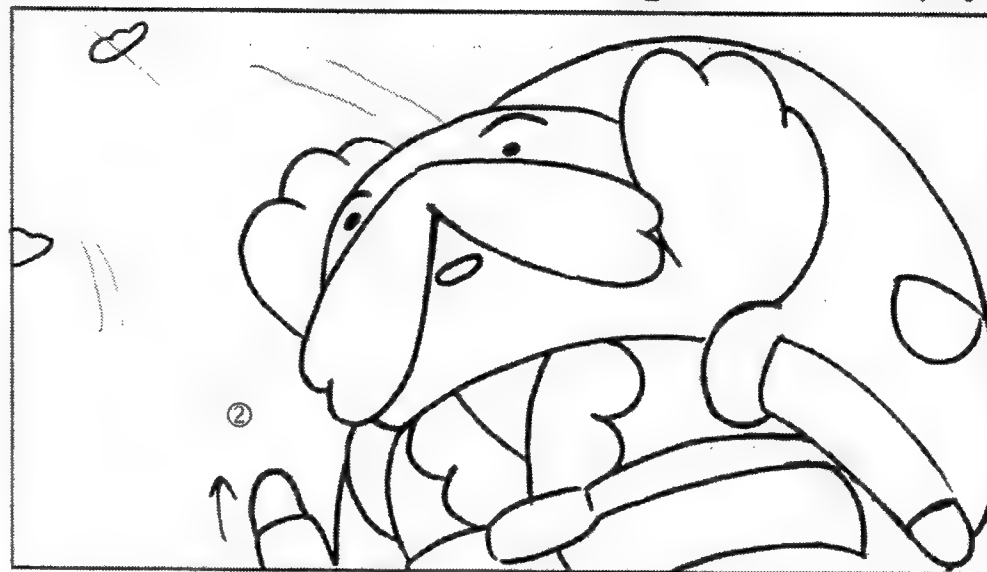


Sc. 114

Pnl. A

Bg.

day night



Dialog:

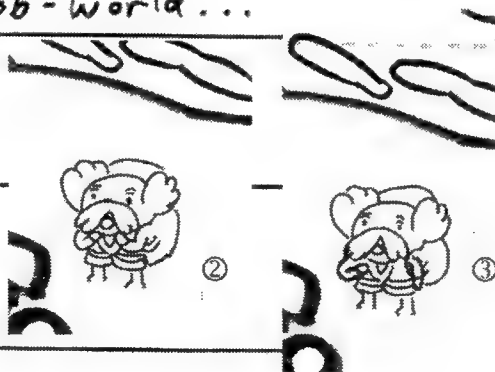
Erik: Don't worry, everybody. I  
will journey to Jake's  
Glob-world...

Erik:

Which legend would have us  
believe lies beyond the great-

Action:

Timing:



MAY 09 2014

EPISODE# 1025-184

Production :

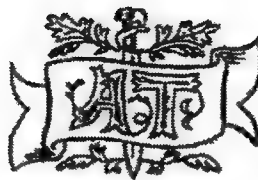
1025/184

1025/184

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# ADVENTURE TIME

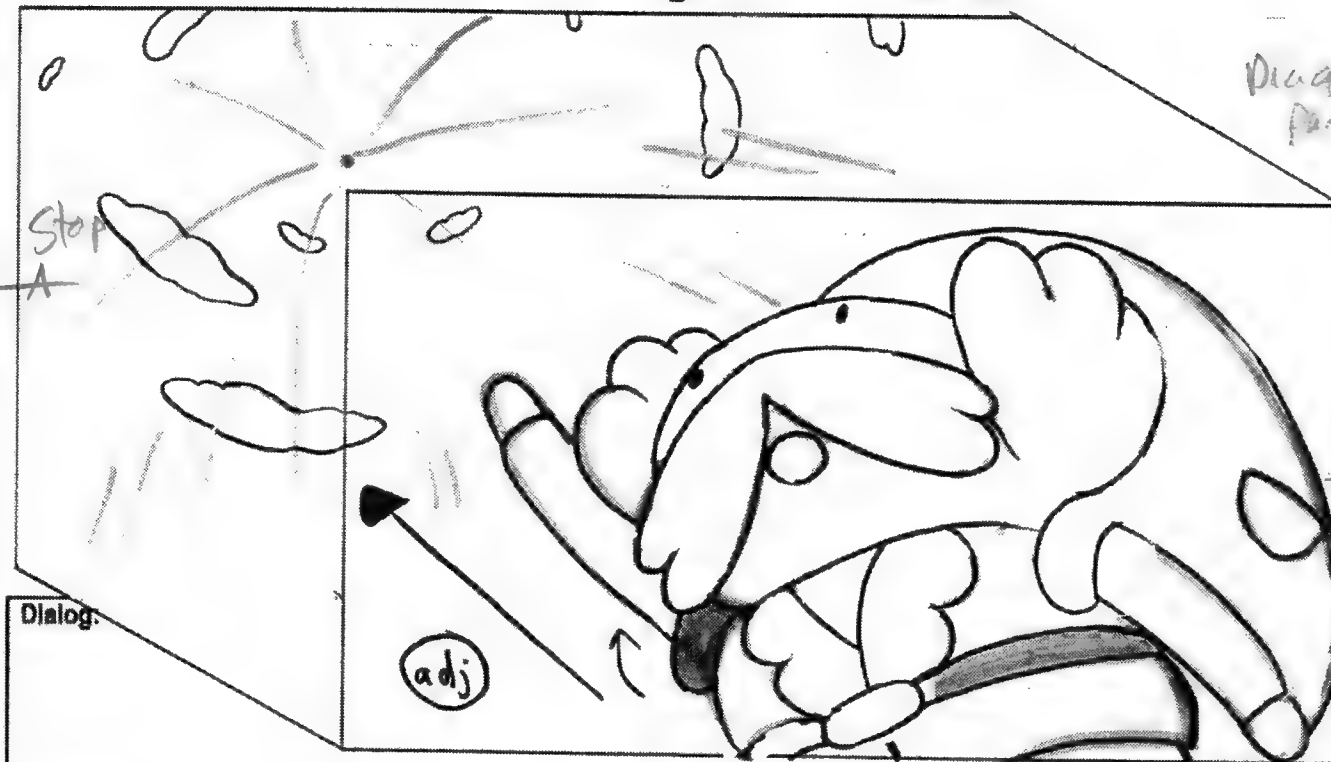


Page 160

Sc. 114 CONT Pnl. B

Bg.

day night



Dialog:

Action:

- ERIK POINTS UPWARD.
- ADJ. UP TO INCLUDE HOLE

Timing:

ERIK: "SKY HOLE"  
(ALT) "JAKE HOLE"

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Production :

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1025/184



1025/184

Ho  
cut

# ADVENTURE TIME

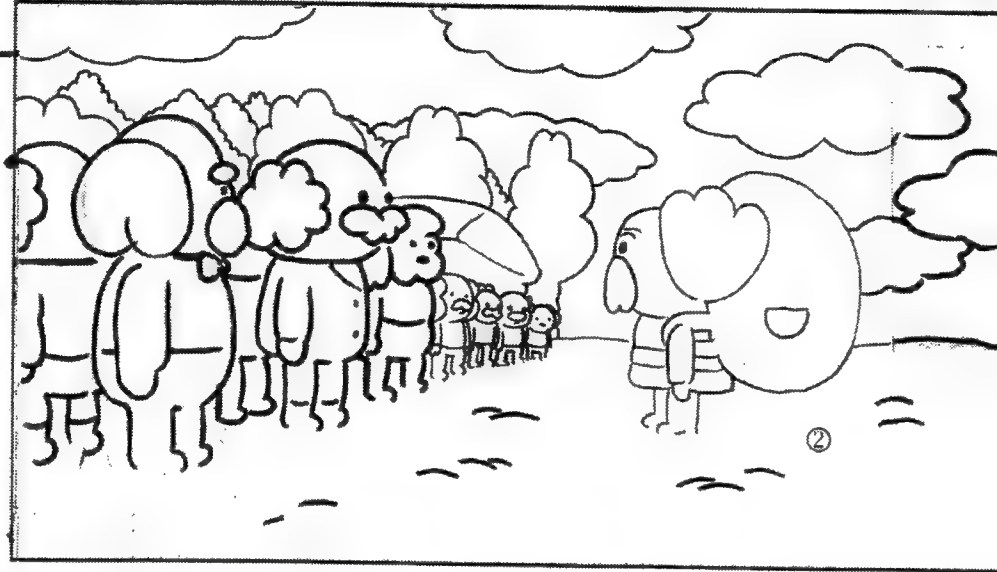


Sc. 115

Pnl. A

Bg.

day night

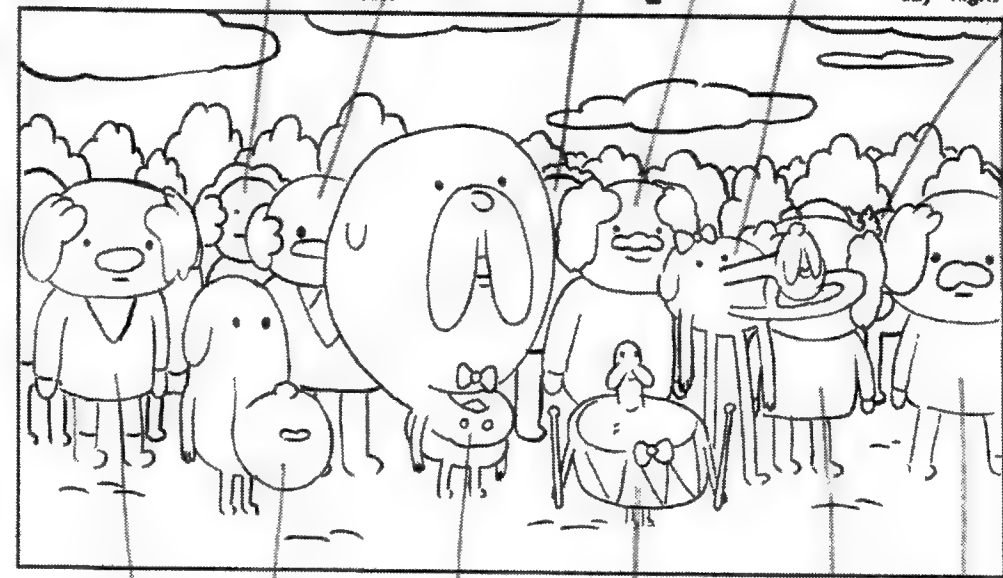


Sc. 116

Pnl. A

Bg.

day night



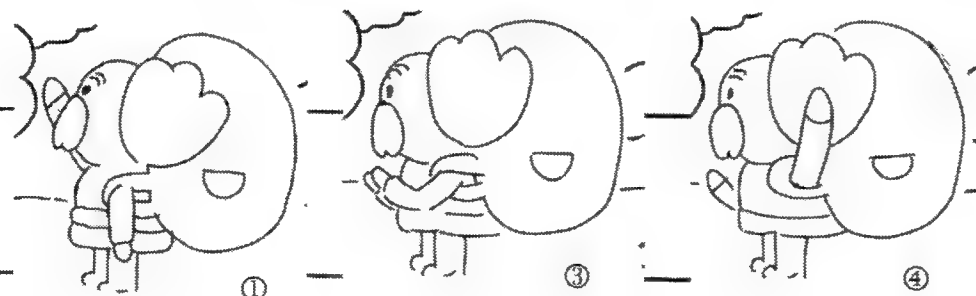
Dialog:

Erik: And bring back the food  
of the Globs TO APPEASE JAKE'S APPETITE ..

THUS SAVING EVERYBODY.

Action:

Timing:



MAY 09 2014

EPISODE # 1025-184

Production :

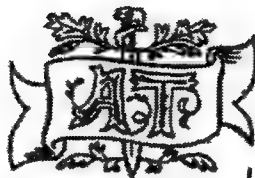
1025/184

1025/184



1025/184

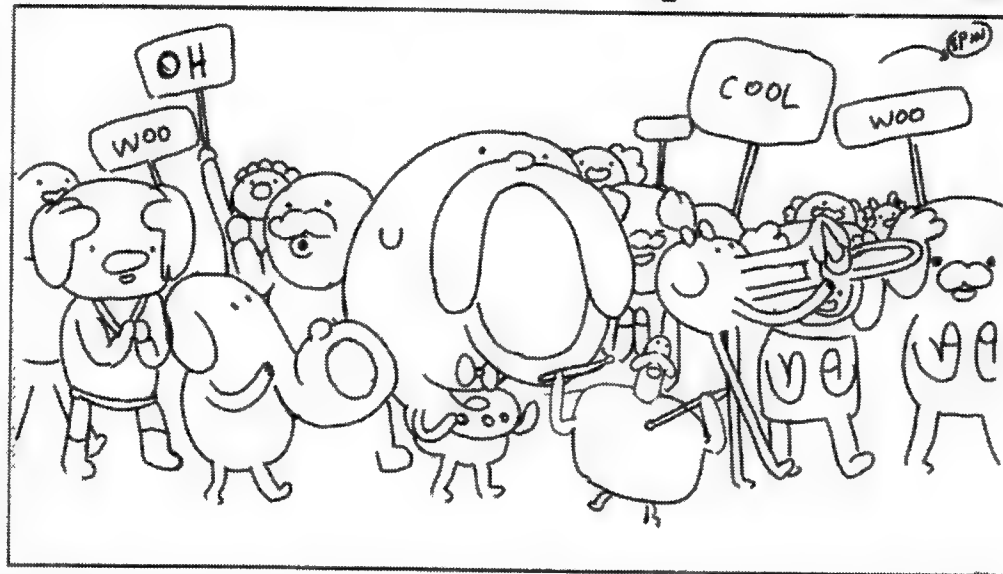
# ADVENTURE TIME



Sc. 116 cont Pnl. B

Bg.

day night

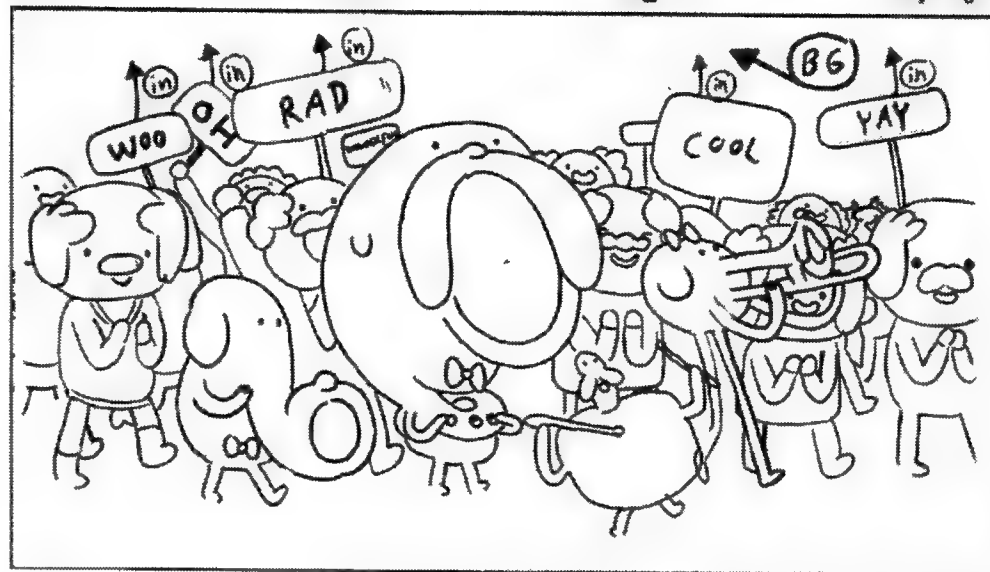


Sc. 116 cont Pnl. C

Bg.

Page 162

162A-NEXT  
day night



Dialog:

SFX: \* HAPPY BAND MUSIC \*

Action:

- Band starts playing.

Signs are waving.

Timing:

MAY 09 2014

Production :

EPISODE # 1025-104

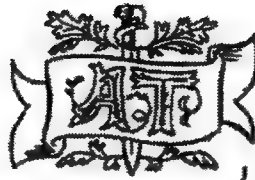
1025/184

1025/184

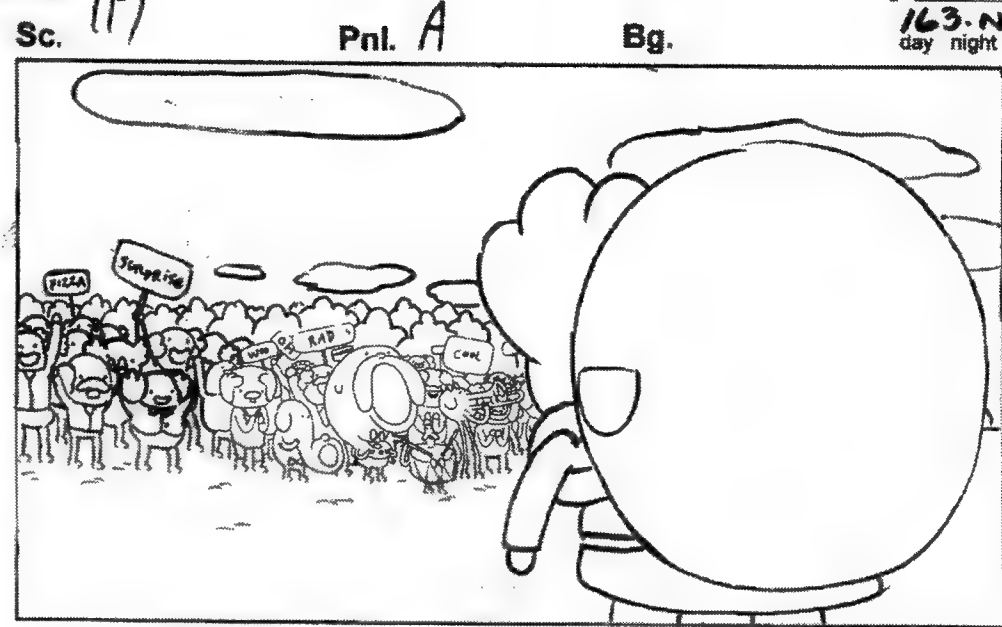
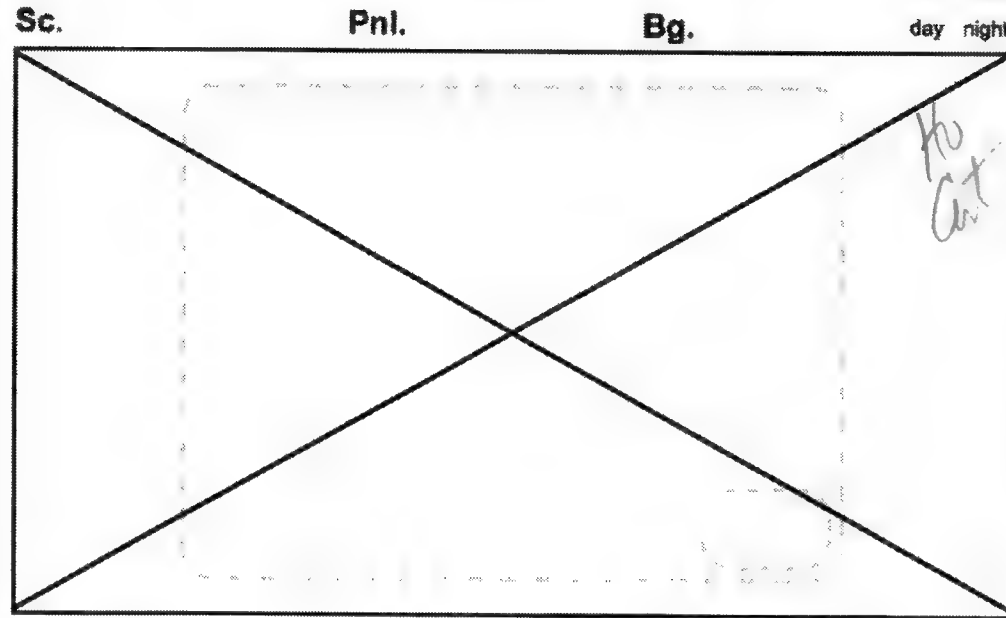


1025/184

# ADVENTURE TIME



Page 162A  
163.NEXT  
day night



Dialog:	SFX: * HAPPY BAND MUSIC *	
Action:	- Band starts playing.	Signs are waving.
Timing:	MAY 09 2014	

EPISODE# 1025-104  
Production :

1025/184

1025/184



ADVENTURE TIME



Sc. 117 CONT Pnl. B

Bg.

day night

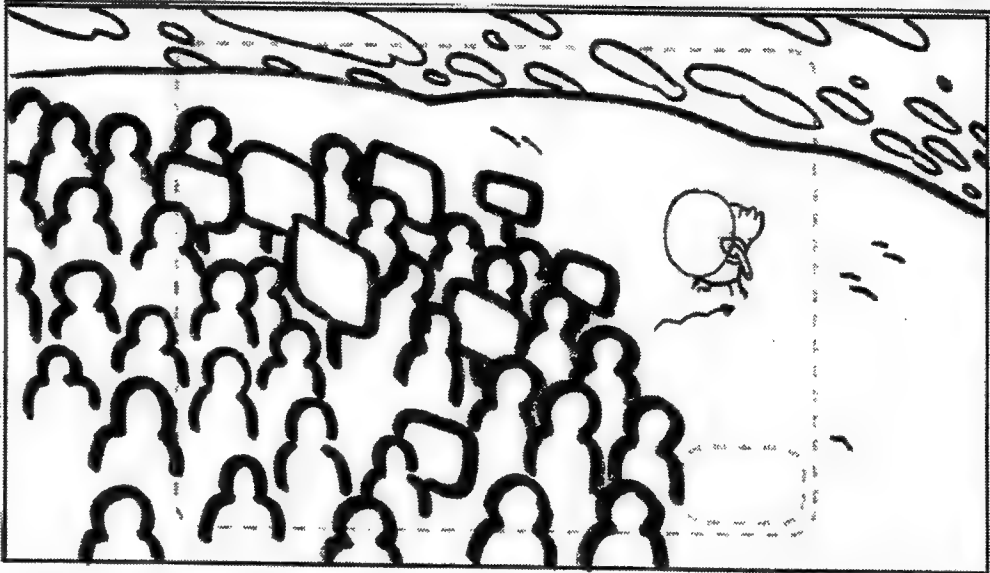


Sc. 118

Pnl. A

Bg.

day night



Page 163

Dialog:	<p>FATHER: WAIT!</p>
Action:	<p>-ERIK TURNS TO LEAVE.</p> <p>s.p. </p>
Timing:	

EPISODE # 1025-184

Production :

1025/184

1025/184

1025/184

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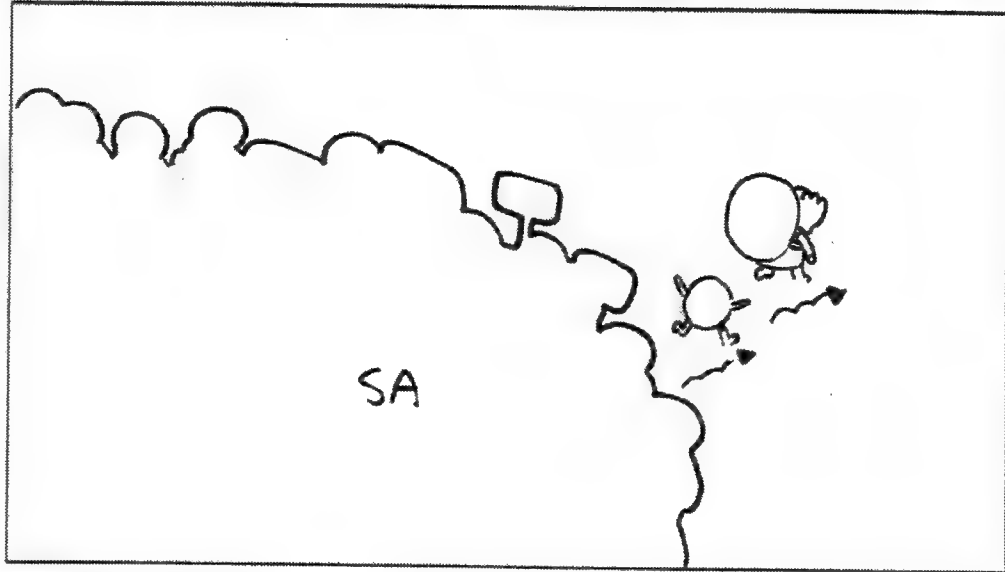
ADVENTURE TIME



Sc. 118 CONT Pnl. B

Bg.

day night



Sc. 119

Pnl. A

Bg.

Page 164  
day night



Dialog:	<p>FATHER: WAIT!</p>
Action:	<p>- SMALL J. PERSON RUNS OUT FROM CROWD.</p>
Timing:	<p>MAY 09 2014</p>

EPISODE # 1025-184

Production :

1025/184

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1025/184

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1025/184

Hu  
Cut

# ADVENTURE TIME

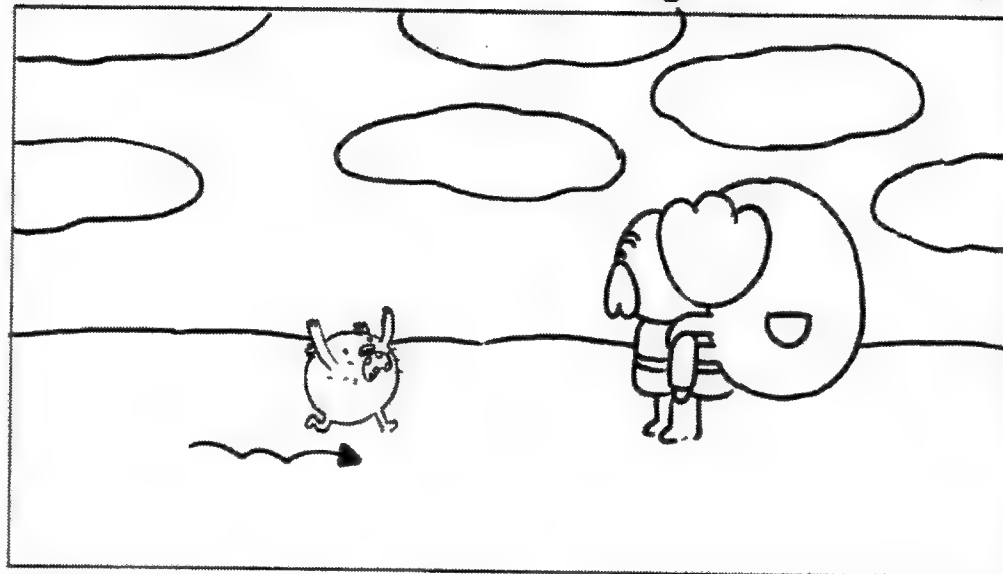


Sc. 120

Pnl. A

Bg.

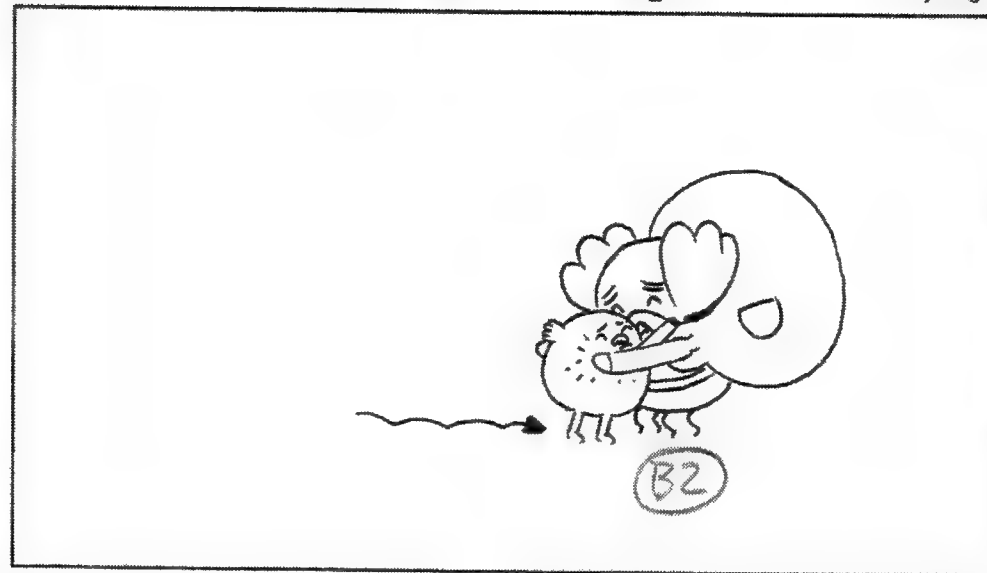
day night



Sc. 120 cont Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



- E. KNEELS TO  
HUG FATHER.

MAY 09 2014

Page 165

EPISODE # 10255184

Production :

Hu  
Cut

1025/184

1025/184



1025/184

HW  
Cut

# ADVENTURE TIME

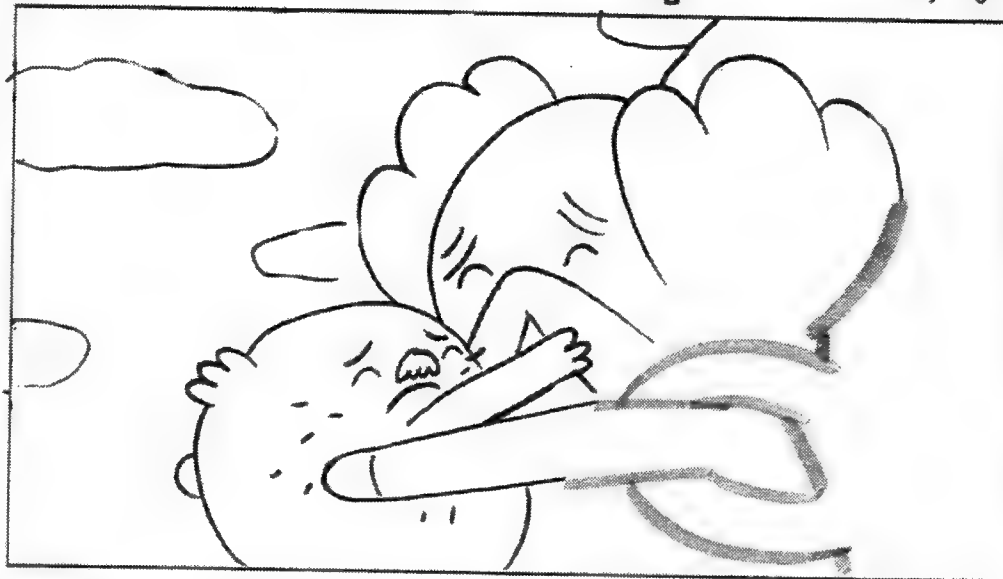


Sc. 121

Pnl. A

Bg.

day night

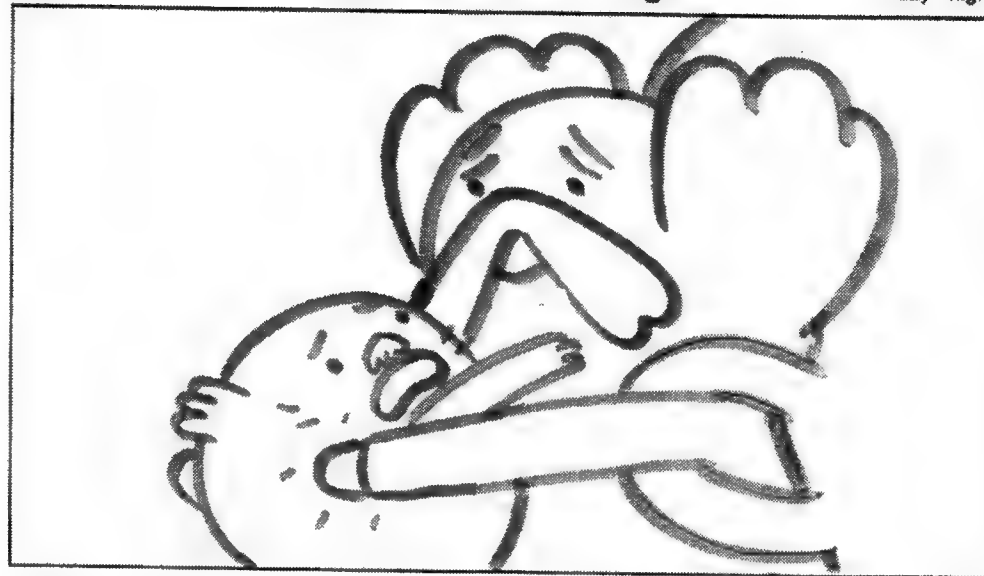


Sc.

121 cont Pnl. B

Bg.

day night



Dialog:

Father: I wanna go with you, son!

Action:

Timing:

MAY 09 2014

Page 166

HW  
Cut

1025-184

EPISODE #

Production :

1025/184

1025/184



1025/184

Ho  
Cont

# ADVENTURE TIME

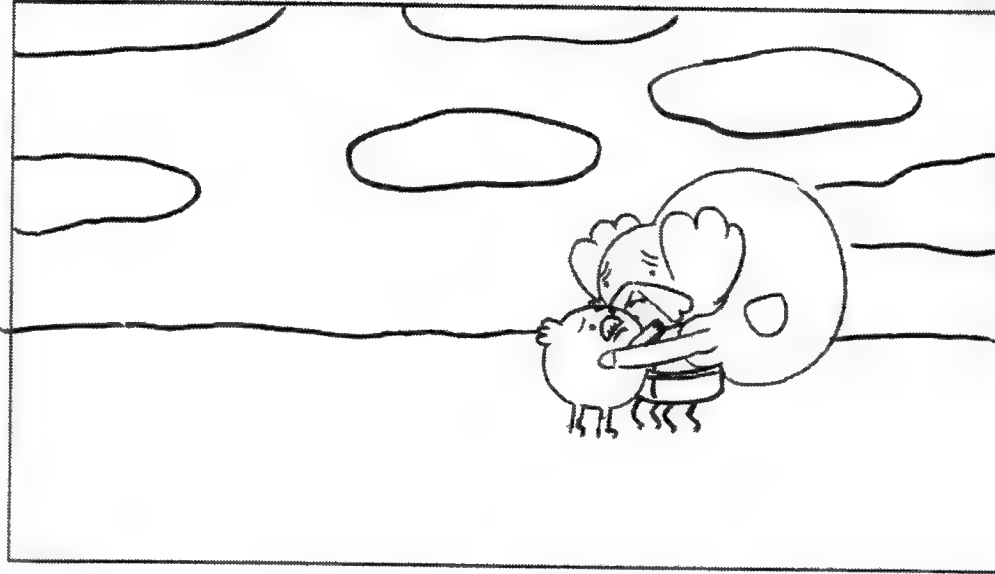


Sc. 122

Pnl. A

Bg.

day night



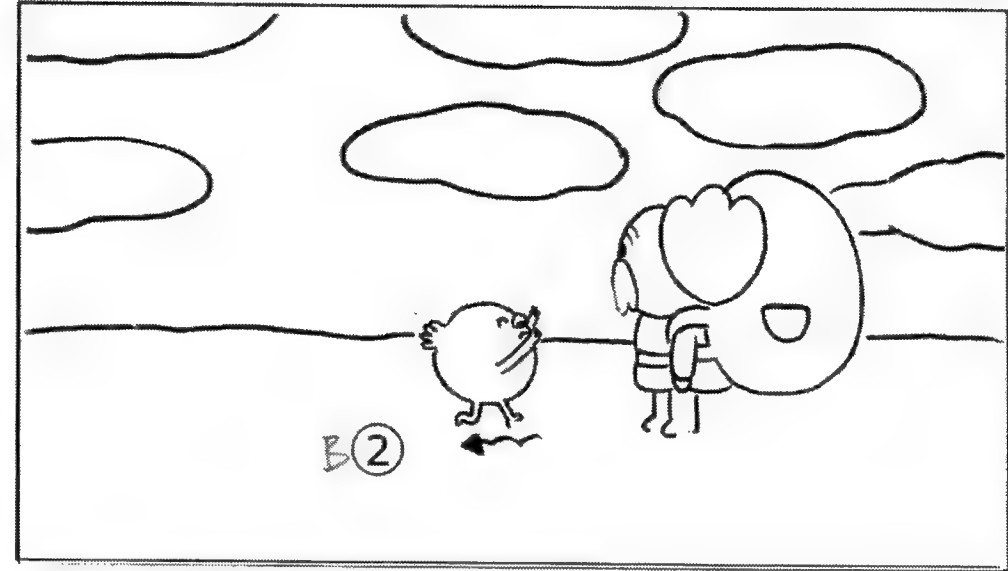
Sc.

122 cont

Pnl. B

Bg.

day night

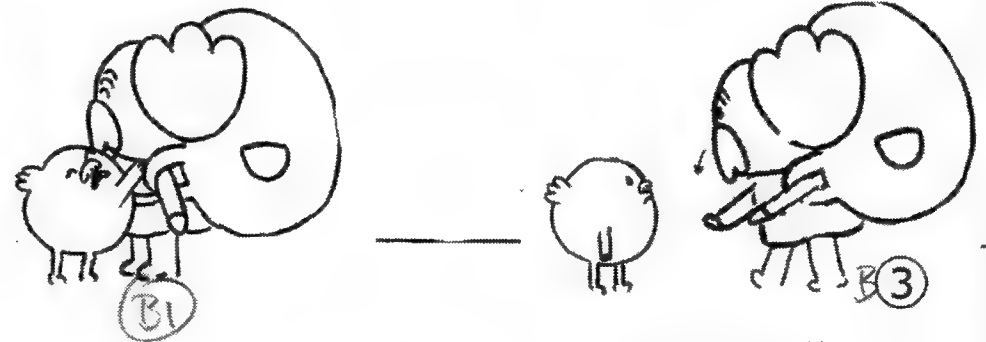


Dialog:

Action:

Timing:

ERIK: I'M SORRY, DAD--



MAY 09 2014

EPISODE # 1025-184

Production :

1025/184

1025/184



1025/184

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# ADVENTURE TIME

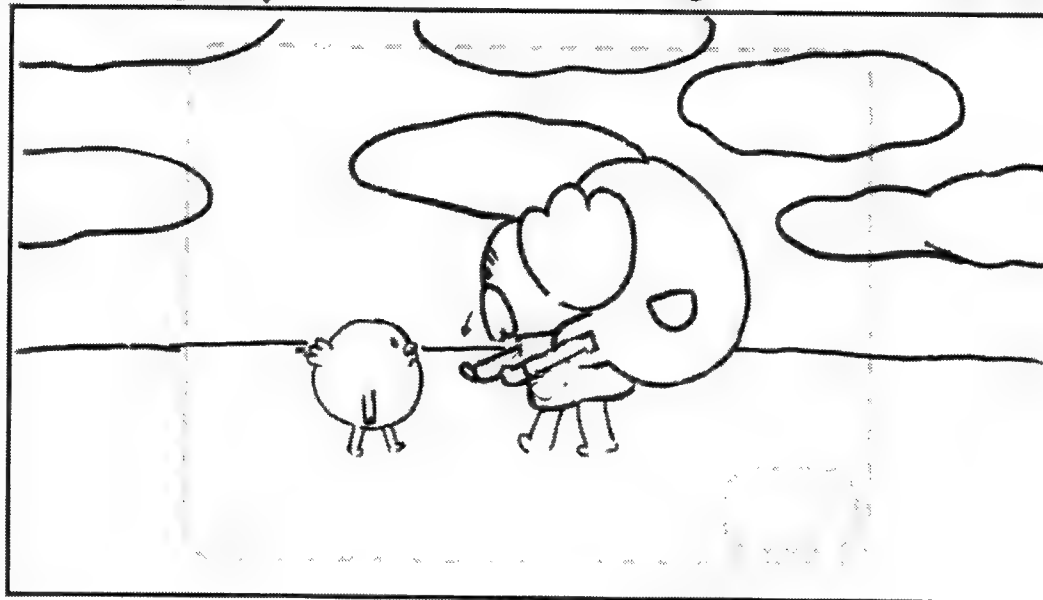


Sc. 122 *CONT*

Pnl. C

Bg.

day night

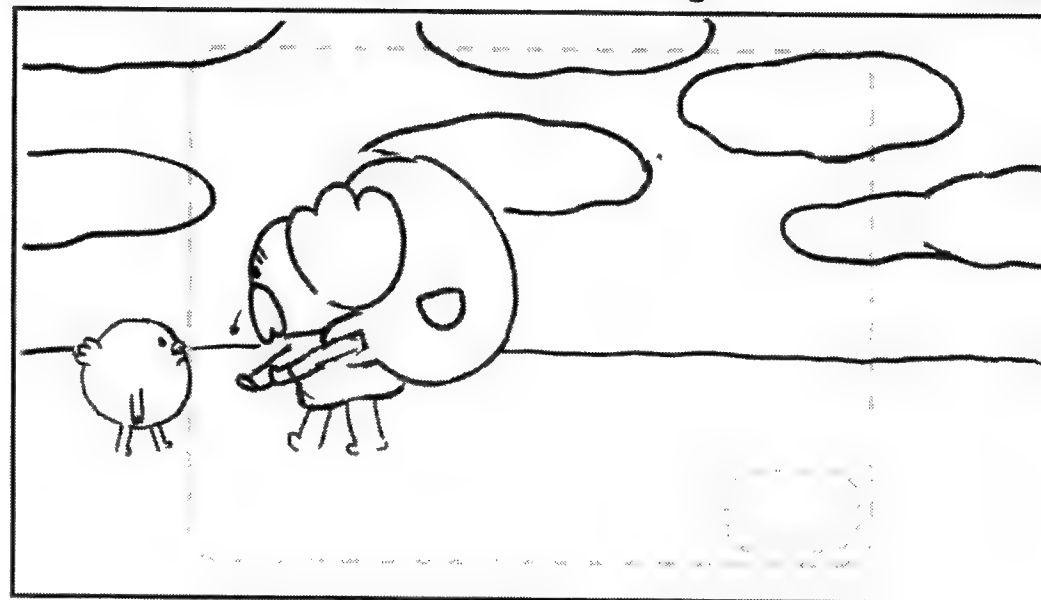


Sc. 122 *CONT*

Pnl. D

Bg.

Page 168  
168A NEXT  
day night



Dialog:

erik: you can't. it's too dangerous. your mind is unprepared

Action:

Timing:

MAY 09 2014

EPISODE # 1025-184

Production:

1025/184

1025/184



1025/184

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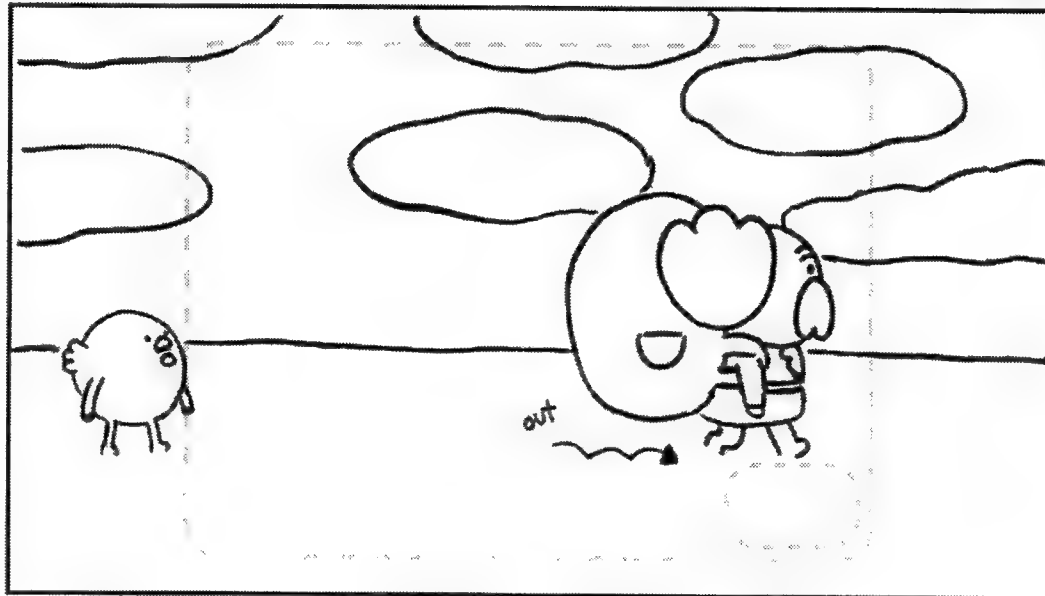
# ADVENTURE TIME



Sc. 122 *CONT* Pnl. E

Bg.

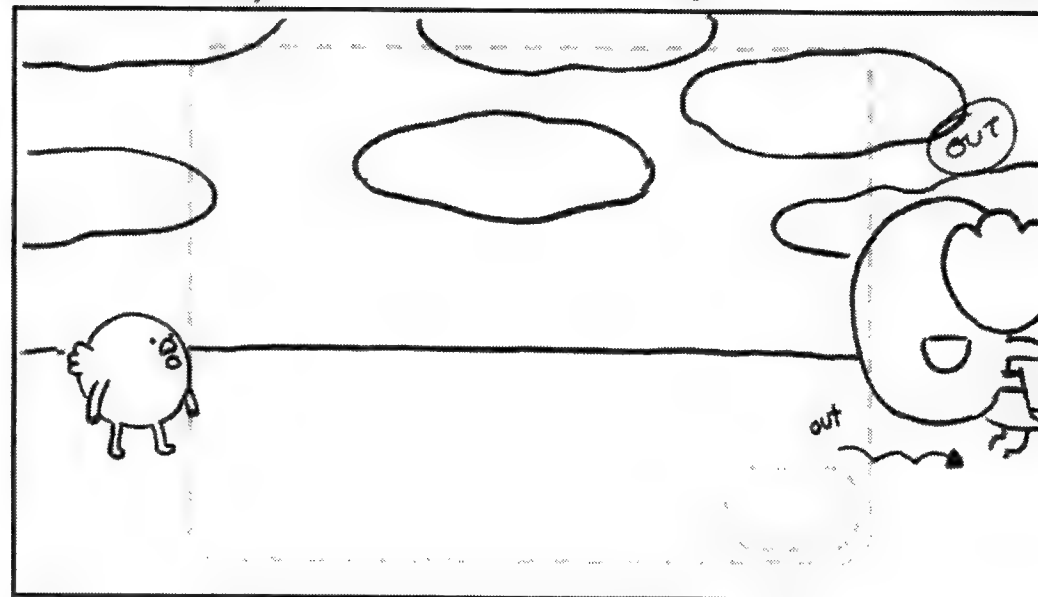
day night



Sc. 122 *CONT* Pnl. F

Bg.

Page 168A  
169 *next*  
day night



EPISODE # 1025-184

1025/184

Production:

Dialog:

Action:

erik turns and walks off

Timing:

MAY 09 2014

1025/184



1025/184

Hu  
Cat

# ADVENTURE TIME



Cut w/ wipe  
to post

Sc. 123

Pnl. A

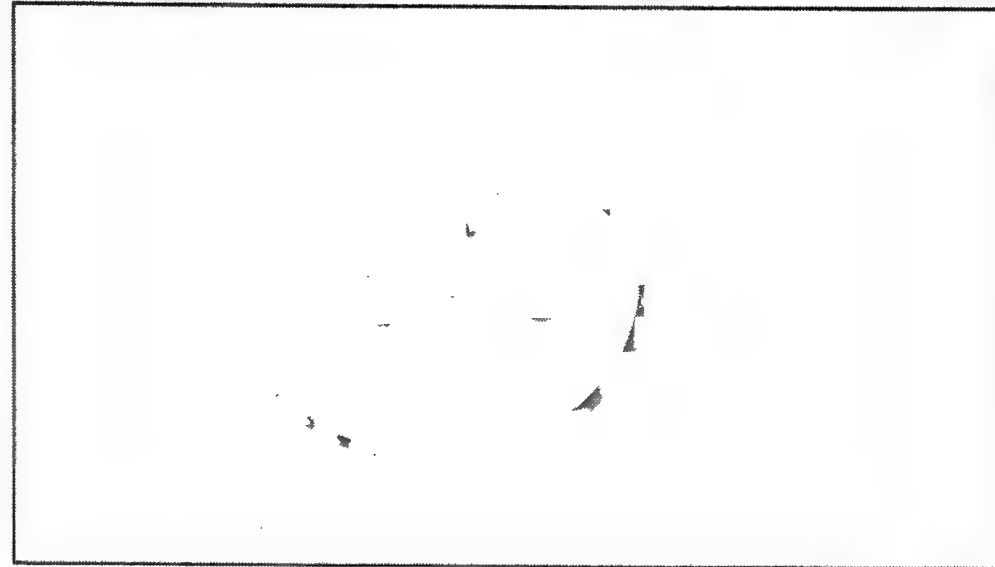
Bg.

day night



Sc. 123 cont. Pnl.

Bg.



Page 169  
169A NEXT  
day night

Dialog:

FATHER : my son! [CRYING]

Action:



Timing:

MAY 09 2014

Production :

EPISODE #

1025-184

1025/184

1025/184



Cut w/ wipe @ post

# ADVENTURE TIME



Cut

Page 169A

TO NEXT  
day night

Sc. 123A

Pnl. A

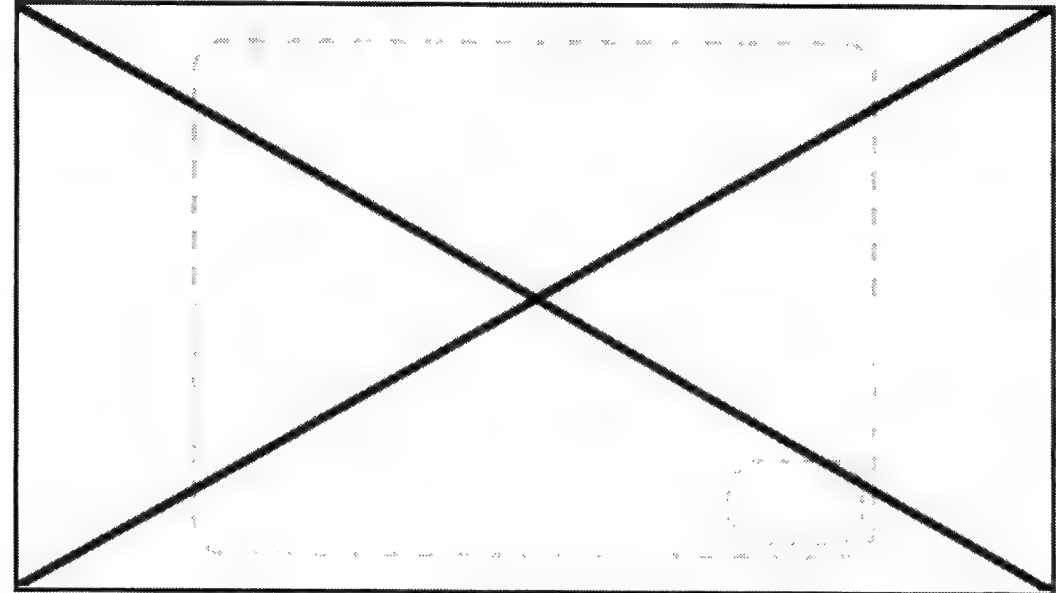
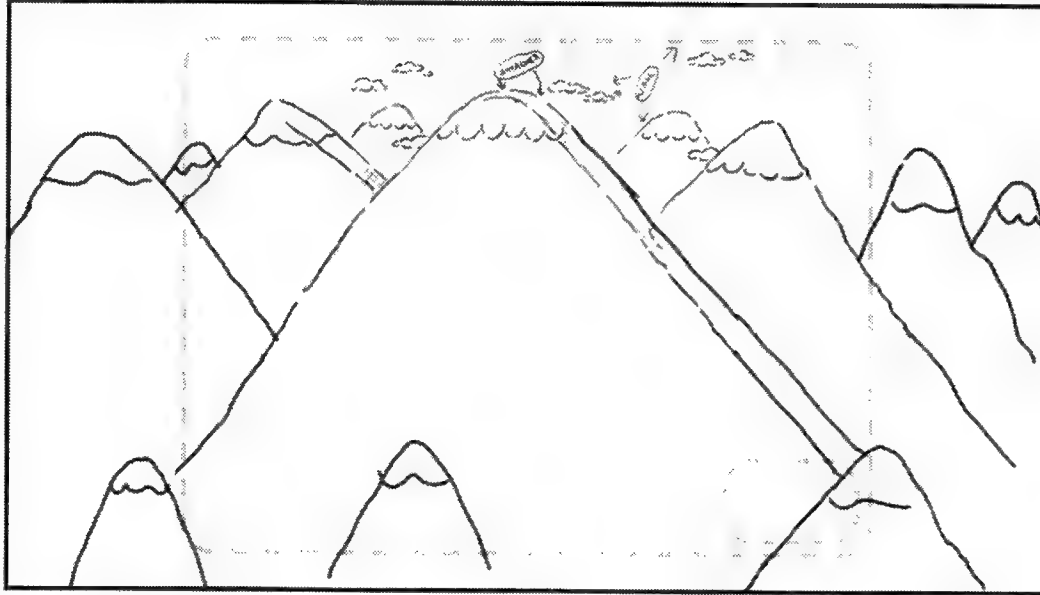
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

erik: (os) \*struggling\*

Action:

Timing:

MAY 09 2011

EPISODE # 1025-184

Production:

1025/184

1025/184

1025/184



Cut

# ADVENTURE TIME



Page 170

170  
Cut

Sc. 124 Pnl. A Bg. day night



Sc. 124 *cont* Pnl. B Bg. day night



Dialog:	
ERIK: [HUFFING + PUFFING]	
Action:	← CYCLE →
— ERIK ADAM <sup>KIMSON</sup> HIKES UP THE EDGE OF A MOUNTAIN	
Timing:	
MAY 09 2014	

EPISODE # 1025-184

Production :

1025/184

1025/184

1025/184

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Ho  
Cut

# ADVENTURE TIME

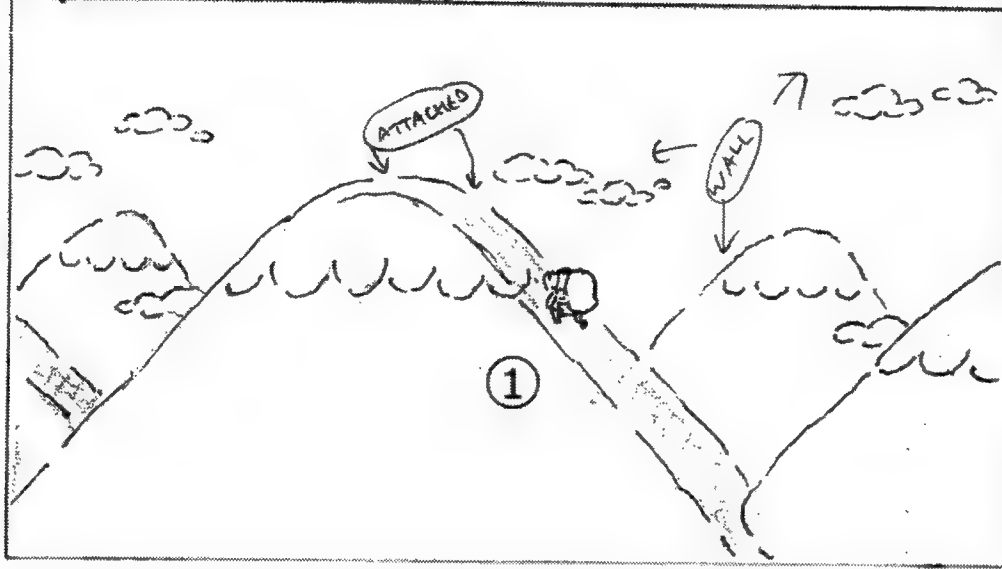


Sc. **125**

Pnl. **A**

Bg.

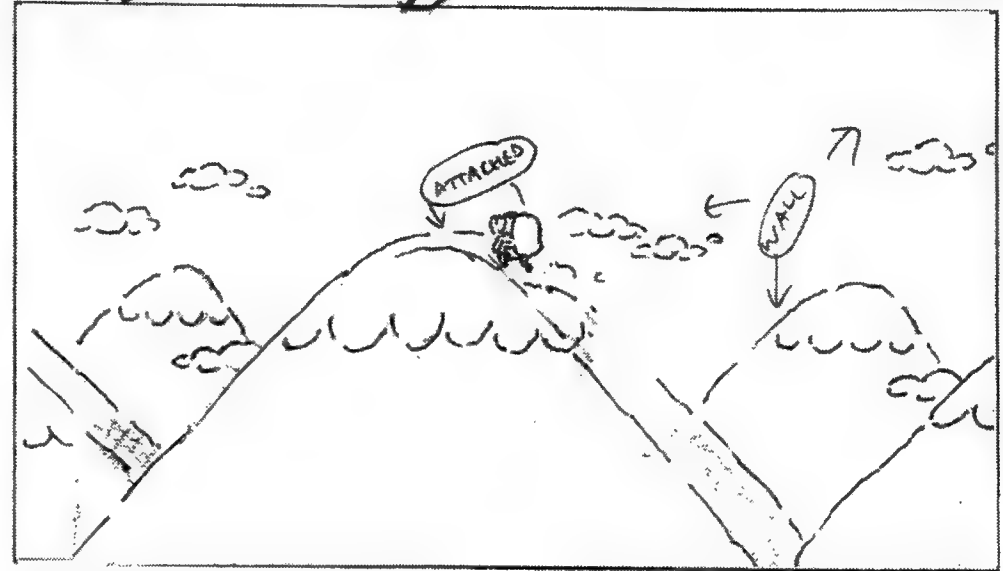
day night



Sc. **125 CONT**

Pnl. **B**

Bg.



Page **171**  
day night

**171A NEXT**

Dialog:

Action:



Timing:

EPISODE# **1025-184**

1025/184

MAY 09 2014

1025/184.

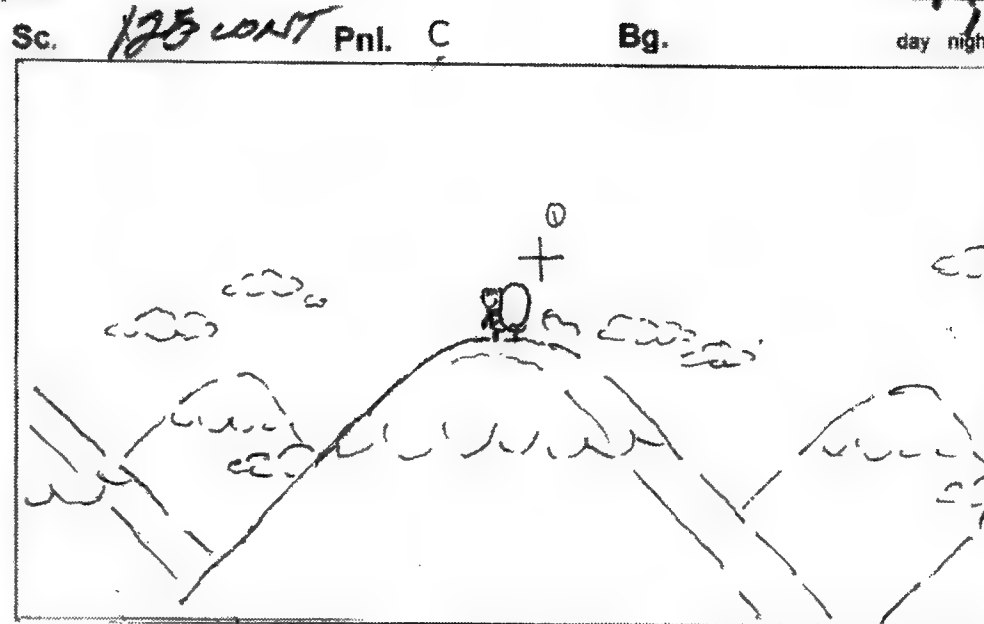
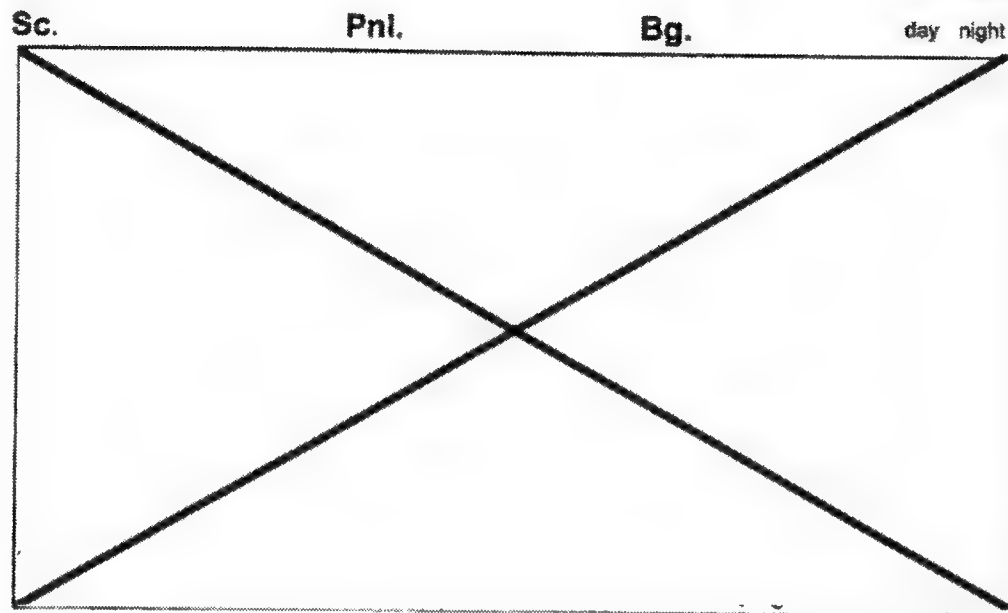
1025/184

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1025/184

# ADVENTURE TIME



Page *171 A*  
*172 NEXT*

EPISODE # *1025-184*

1025/184

Dialog:

Action:

Timing:

- REACHES THE PEAK  
- GETS OUT PICKS

MAY 09 2014



1025/184



1025/184

Hu  
cut

# ADVENTURE TIME



Page 172

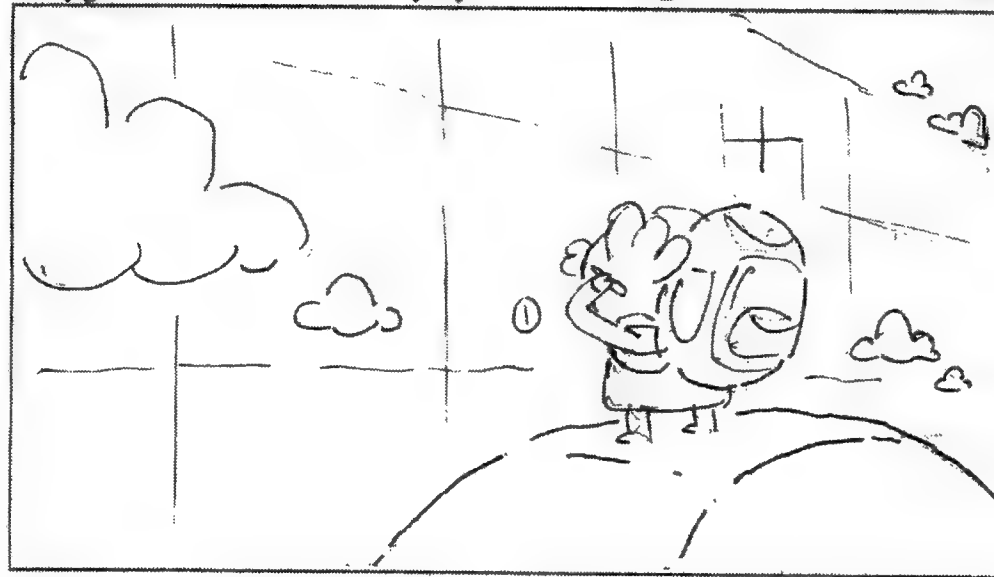
Hu  
cut

Sc. 126

Pnl. A

Bg.

day night

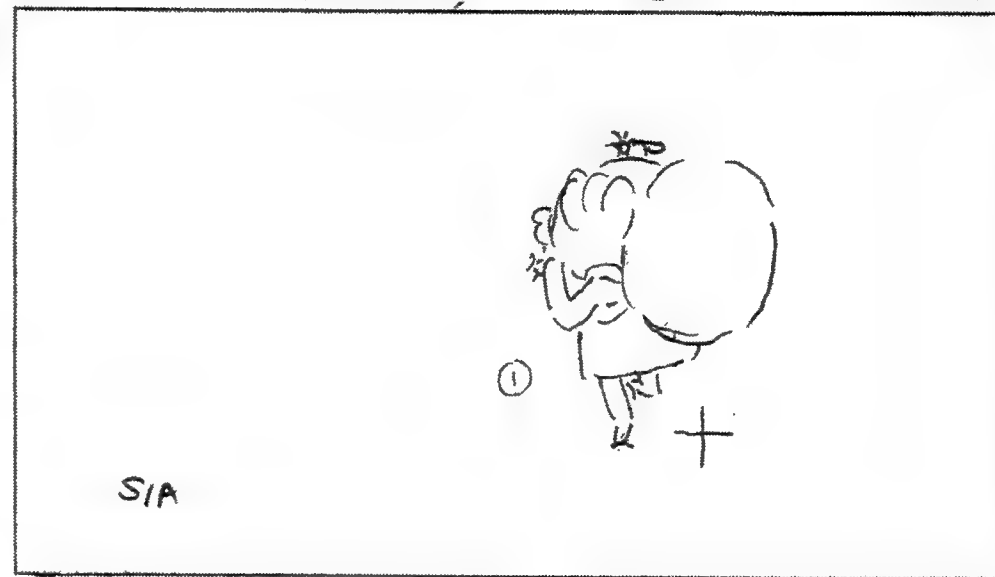


Sc. 126 CONT

Pnl. B

Bg.

day night



Dialog:

E: [GRUNT]  
SFX: \*SQUISH\*

ERIK: [CLIMBING]

Action:

- E.A.K. STAGS THE  
SKY/WALL WITH PICK

Timing:



- STARTS CLIMBING THE  
SKY/WALL



MAY 09 2014

Production:

1025/184

1025-184

EPISODE #

1025/184



HY  
Cut

# ADVENTURE TIME

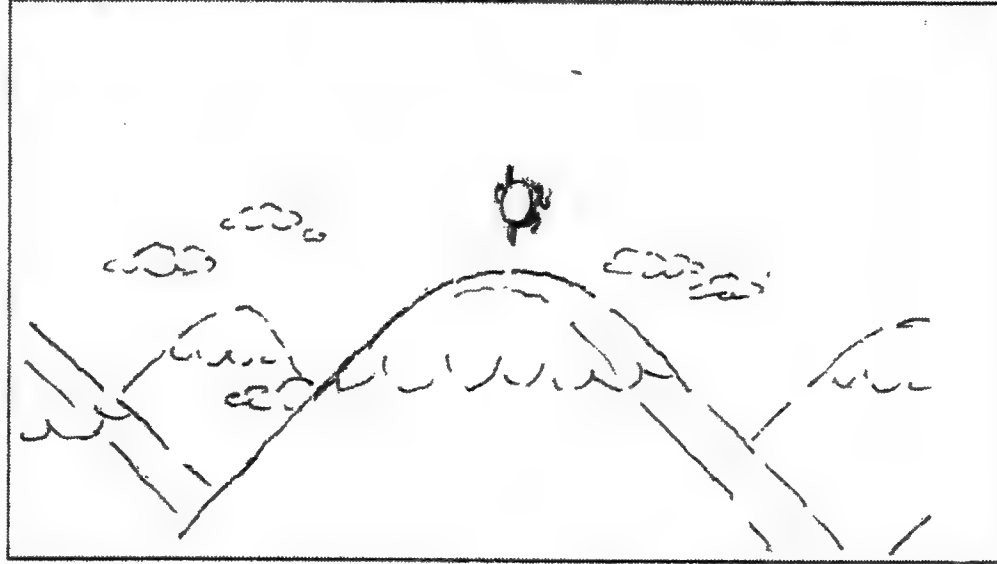


Sc. 127

Pnl. A

Bg.

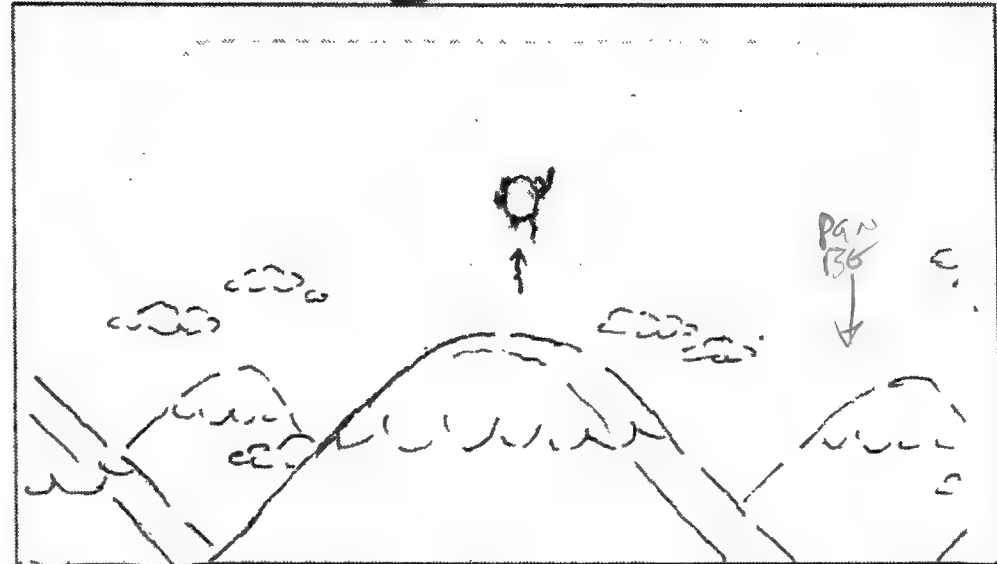
day night



Sc. 127 CONT Pnl. B

Bg.

Page 173  
day night 173A NEXT



Dialog:

Action:

- E.A.K. CLIMBS  
- ADJ WITH E.A.K.

Timing:

MAY 09 2014

1025-184

EPISODE #

1025/184

Production :

1025/184

1025/184

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ADVENTURE TIME

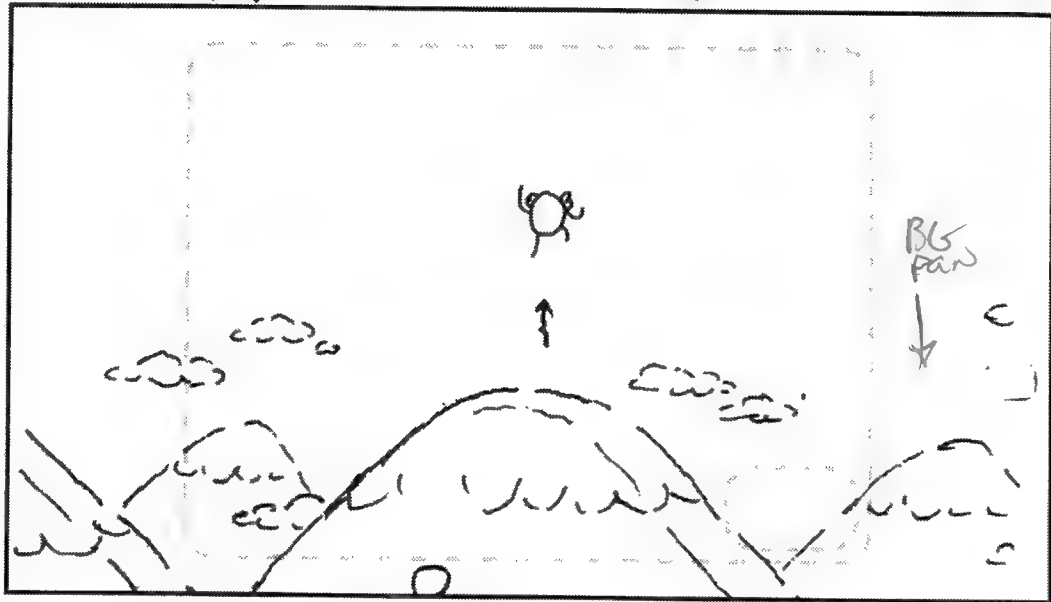


Sc. 127 *cont*

Pnl. C

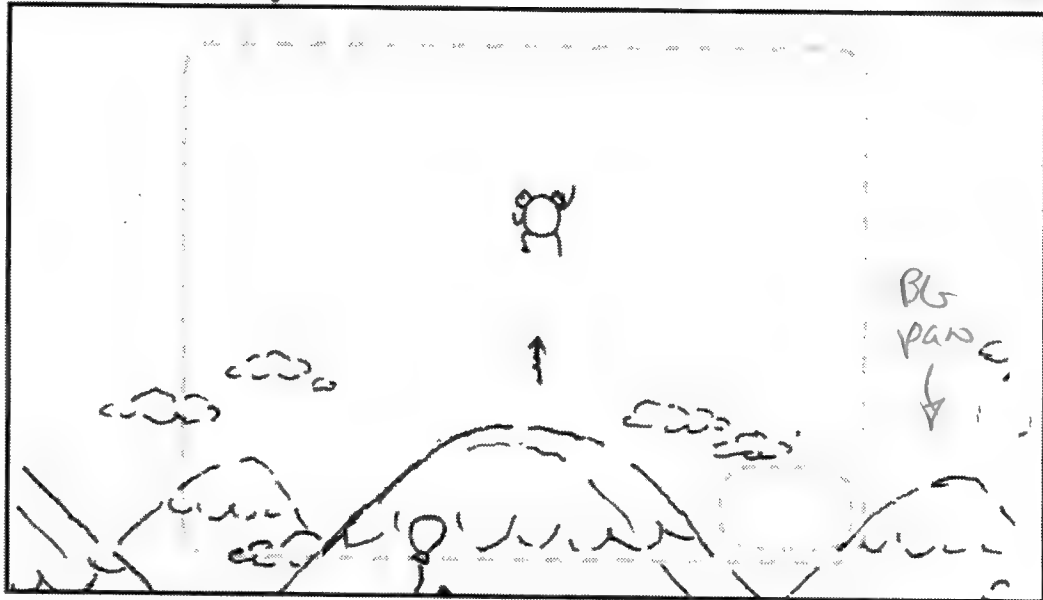
Bg.

day night



Sc. 127 *cont* Pnl. D

Bg.



Page 173A

day night

*173B NEXT*

Dialog:

Action:

erik climbs  
balloon floats in

Timing:

MAY 09 2011

EPISODE # 1025-184

Production:

1025/184

1025/184



1025/184

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# ADVENTURE TIME



He  
Cut

Page 173B

174 NEXT

Sc. 127 *CONT* Pnl. E

Bg.

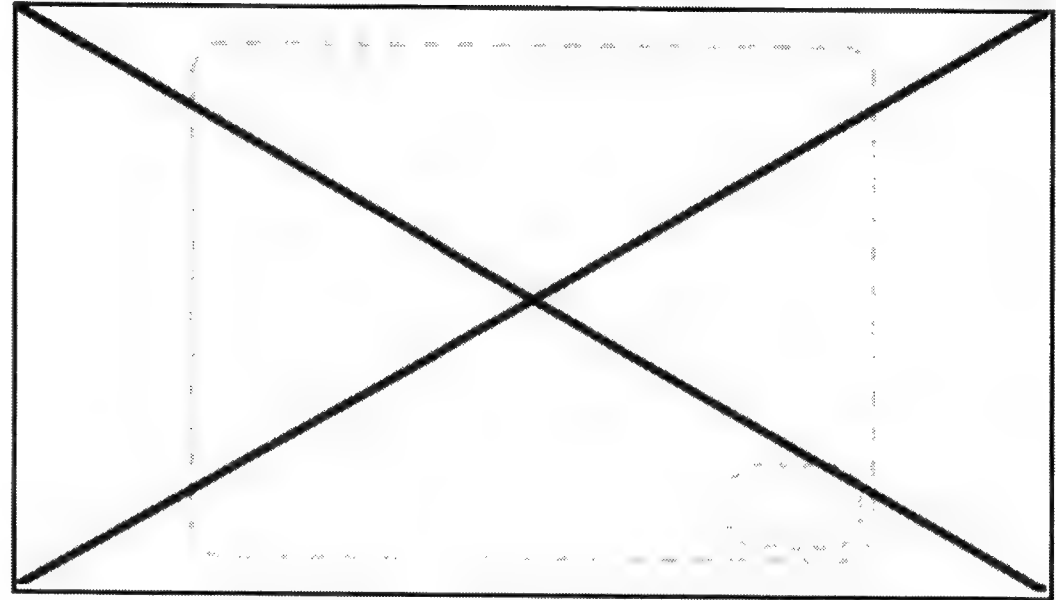
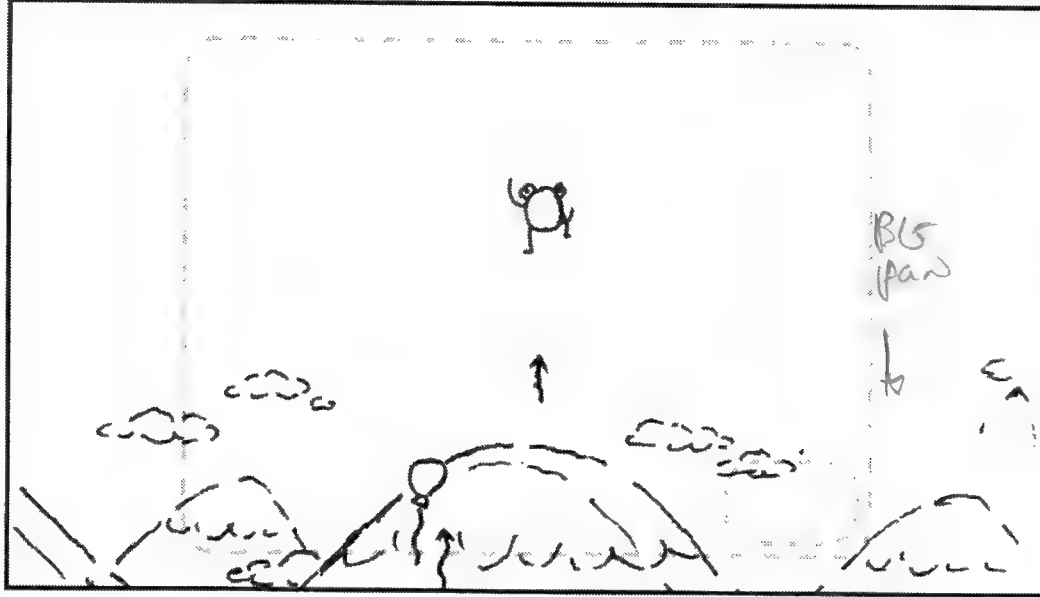
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

adj w erik

Timing:

MAY 09 2011

EPISODE # 1025-184

Production:

1025/184

1025/184



HW  
cont

# ADVENTURE TIME

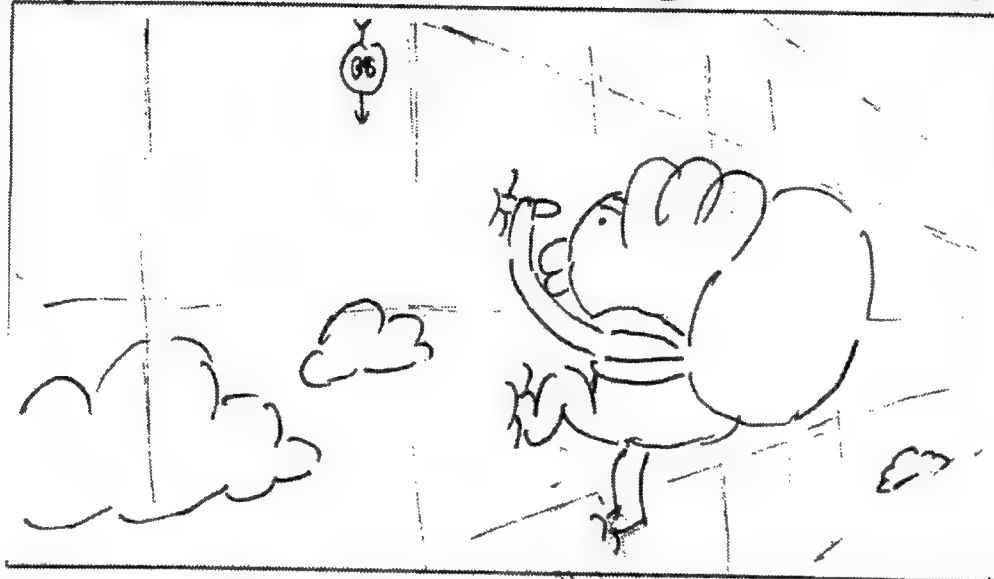


Sc. 128

Pnl. A

Bg.

day night

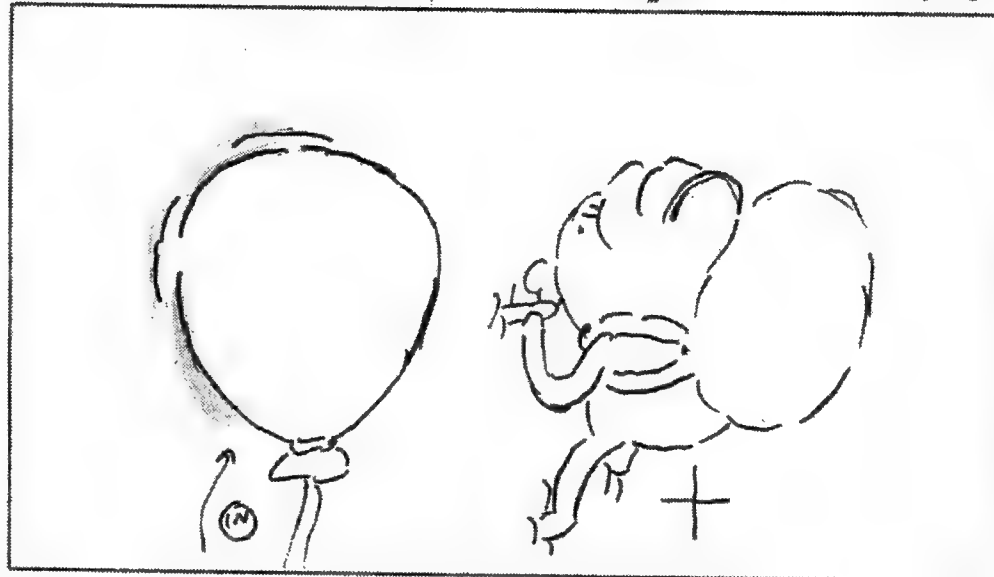


Sc. 128

cont Pnl. B

Bg.

day night



Page 174

1025-184

EPISODE #

1025/184

Dialog:

E.A.K.: [GRUNTING]

↑ cym

Action:

- CUMB/ML

Timing:



E.A.K.: EH?

SFX: \*RRRR\*

MAY 09 2014

- BALLOON DRIFTS UP  
BESIDE E.A.K.  
(BALLOON ATTACHED TO WALL)



1025/184

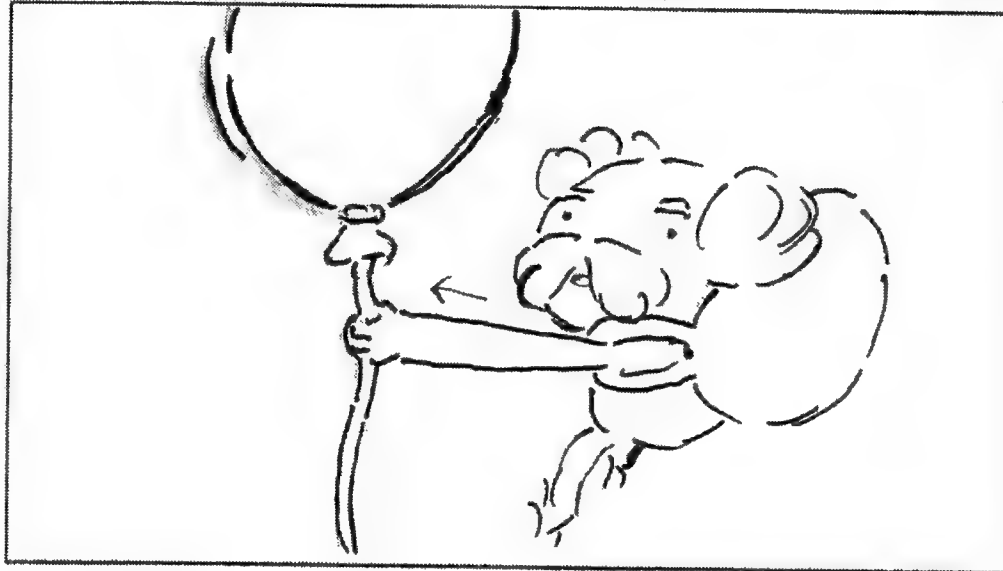


1025/184

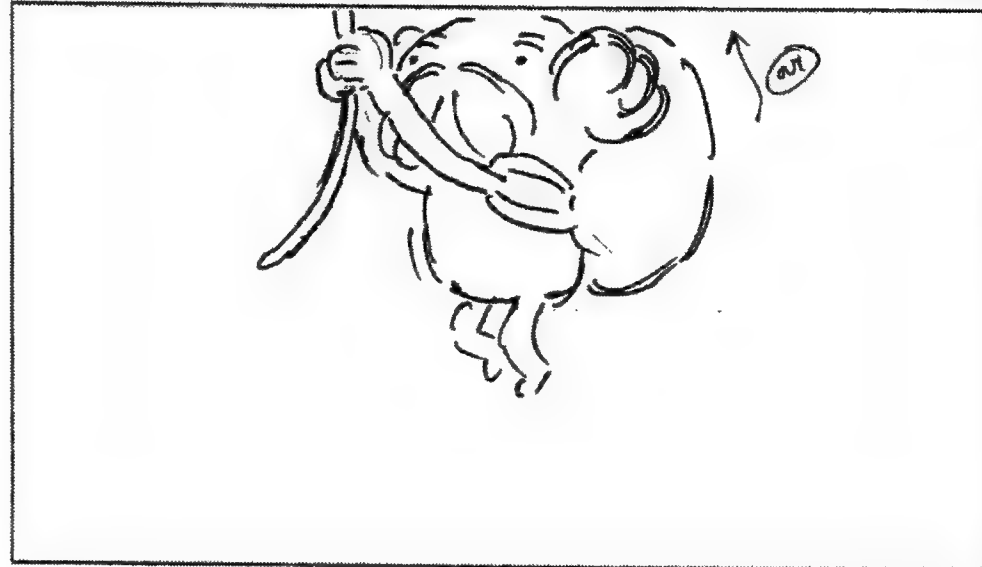
# ADVENTURE TIME



Sc. 128 *cont* Pnl. C Bg. day night



Sc. 128 *cont* Pnl. D Bg. day night



Page 175

1025-184

EPISODE #

1025/184

Dialog:

E.A.K.: YEAH!

Action:

- E.A.K. GRABS THE BALLOON STRING

- BALLOON PULLS HIM UP OFF/S

Timing:

MAY 09 2014

Production :

1025/184



1025/184

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Cut

# ADVENTURE TIME

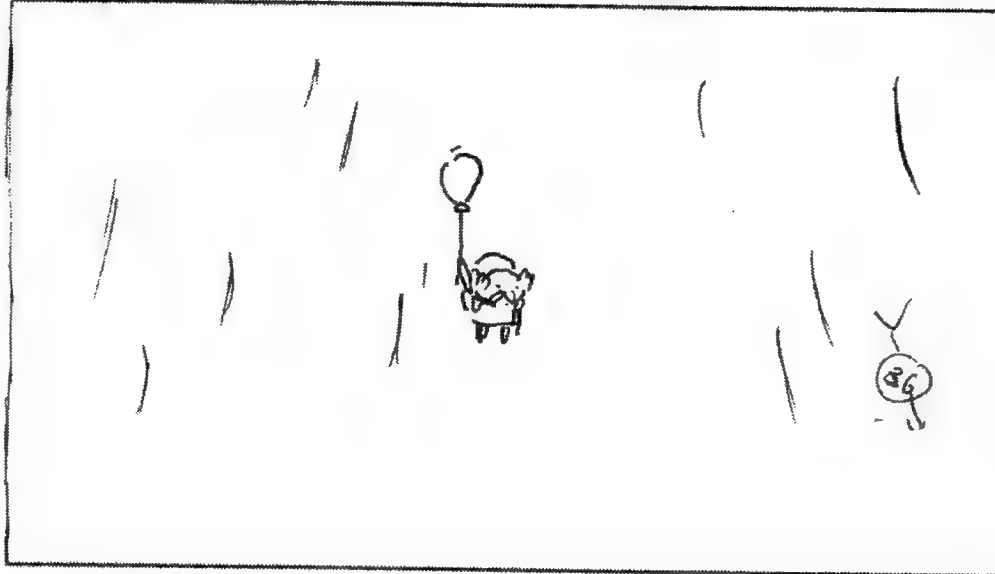


Sc. 129

Pnl. A

Bg.

day night



Sc. 129 CONT

Pnl. B

Bg.

Page

176

day night

176A NEXT



Dialog:

Action:

- BG BECOMES MORE CREASED AS  
E.A.K. ASCENDS

- E.A.K. LOOKS UP

Timing:

MAY 09 2001

1025-184

EPISODE #

1025/184

Production :

1025/184



ADVENTURE TIME

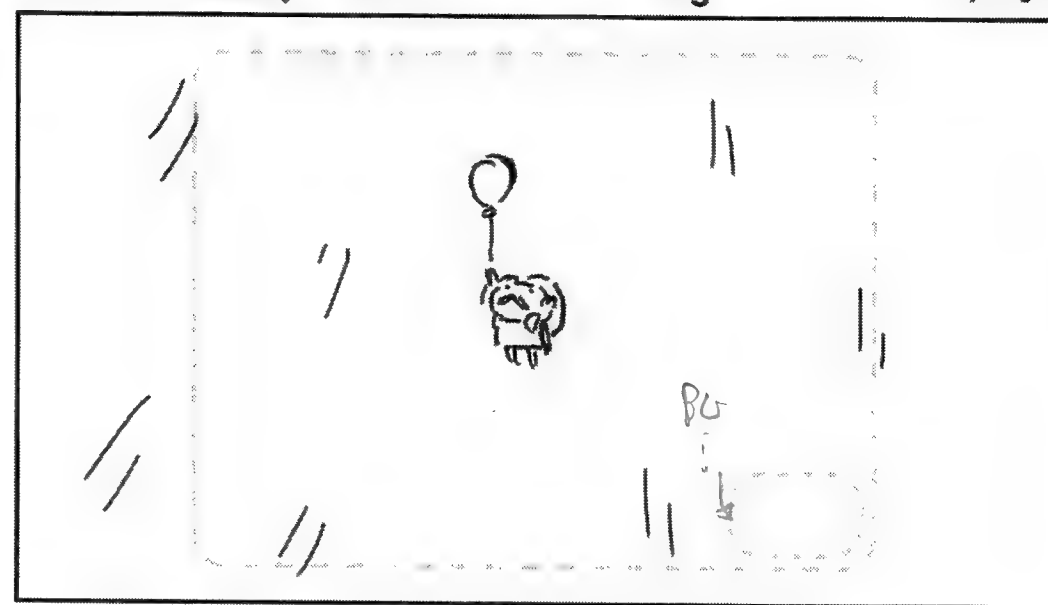
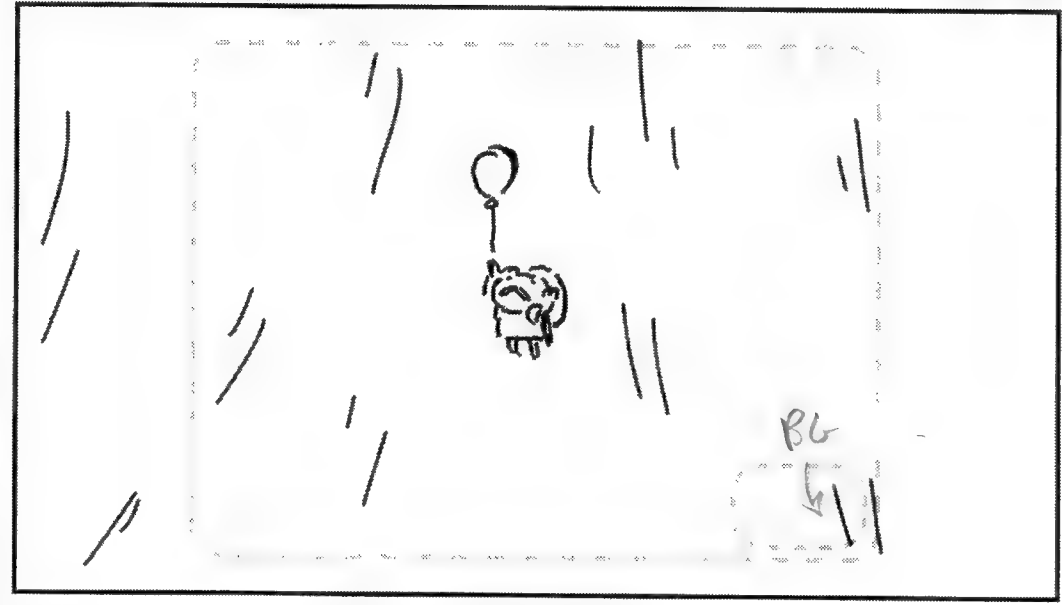


IT NEXT

Hu  
Cut

Sc. 129 *cont* Pnl. C Bg. day night

Sc. 129 *cont* Pnl. D Bg. day night



Dialog:
Action: Erik travels up holding onto balloon
Timing: <div>MAY 09 2014</div>

EPISODE # 1025-184

Production:

1025/184

1025/184

1025/184

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1025/184

He  
Cut

# ADVENTURE TIME



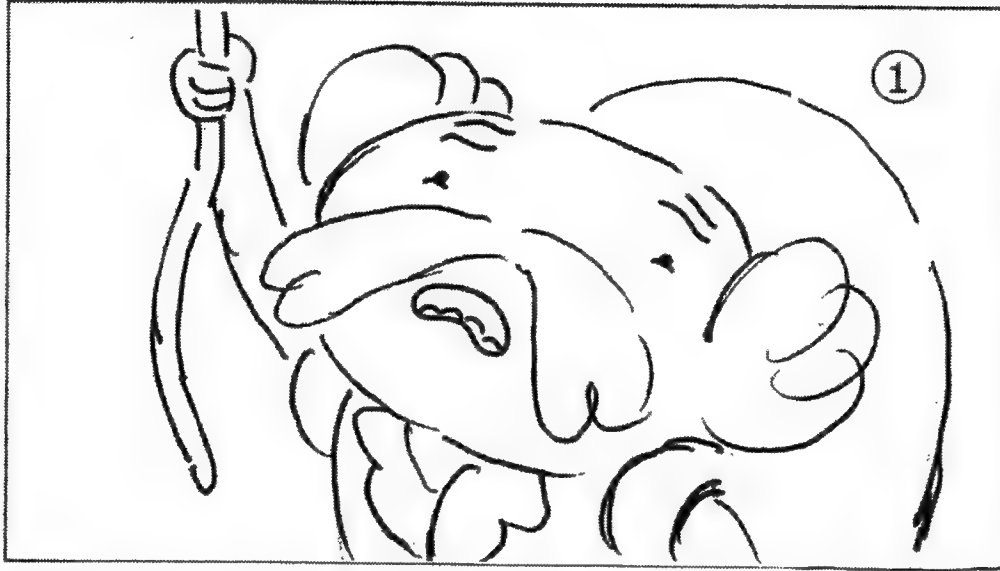
Cut

Sc. 130

Pnl. A

Bg.

day night



Sc. 131

Pnl. A

Bg.

Page 177

day night



Dialog:

E.A.K.: THERE IT IS!  
the sky hooooo!!!....

E.A.K.: ...llllllleeeeeeee!

Action:



- E.A.K. FLOATS UP ON

Timing:



MAY 09 2014

1025-184

EPISODE #

1025/184

Production :

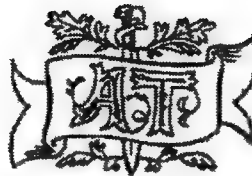
1025/184



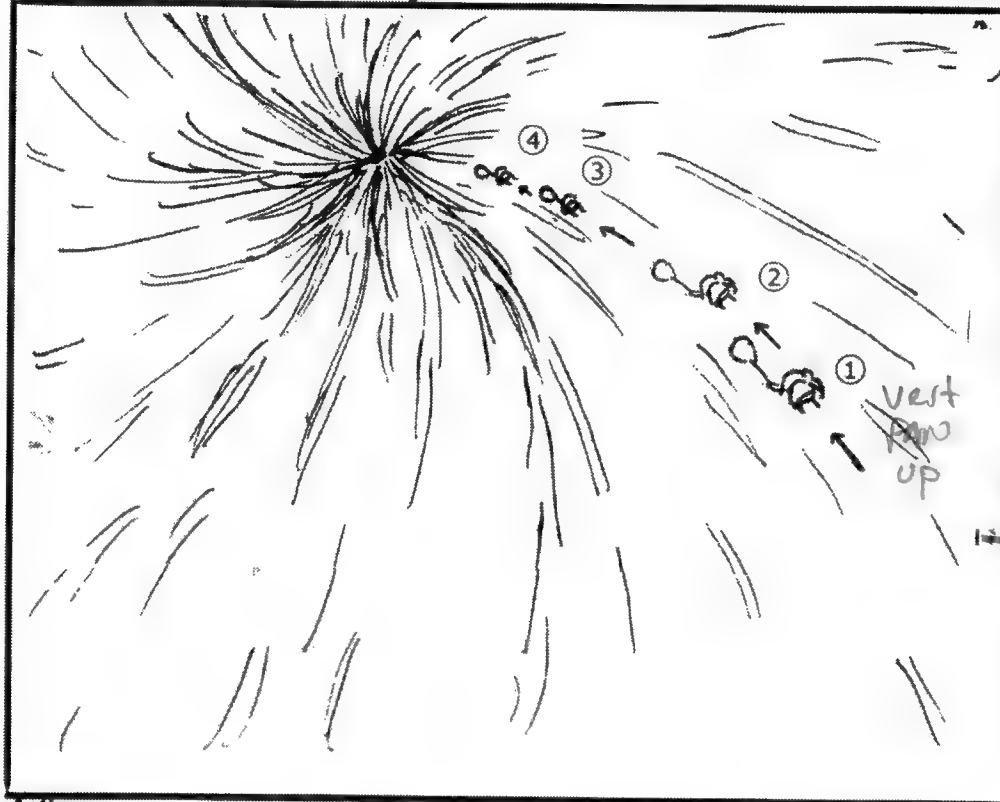
1025/184

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# ADVENTURE TIME



Sc. 131 cont Pnl. B Bg. day night

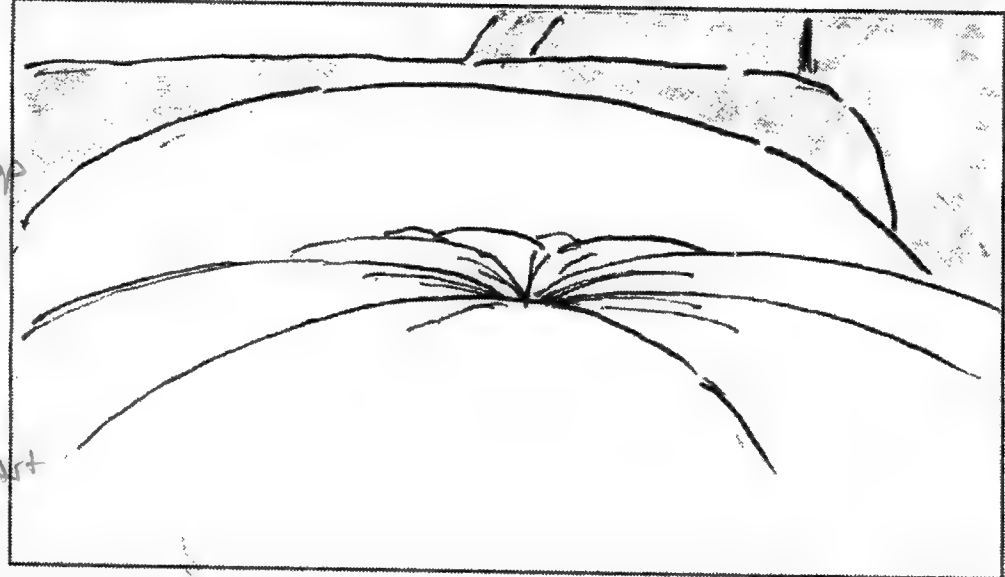


Action:

- EAK FLOATS UP TOWARD HOLE

Timing:

Sc. 132 Pnl. A Bg. day night Page 178



Sfx: \* WIND RUSHING \*

MAY 09 2014

1025-184

EPISODE #

Production :

1025/184

1025/184



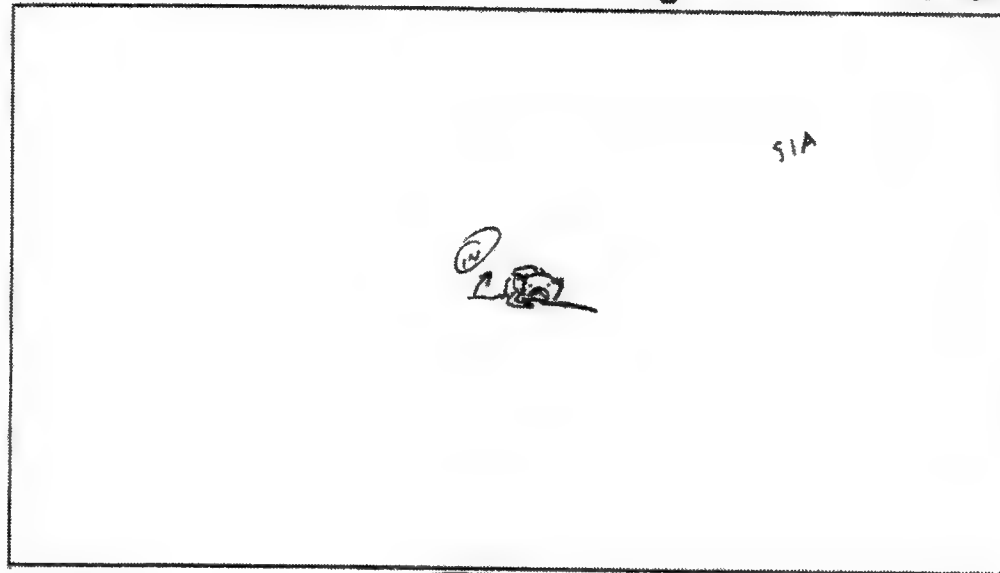
1025/184

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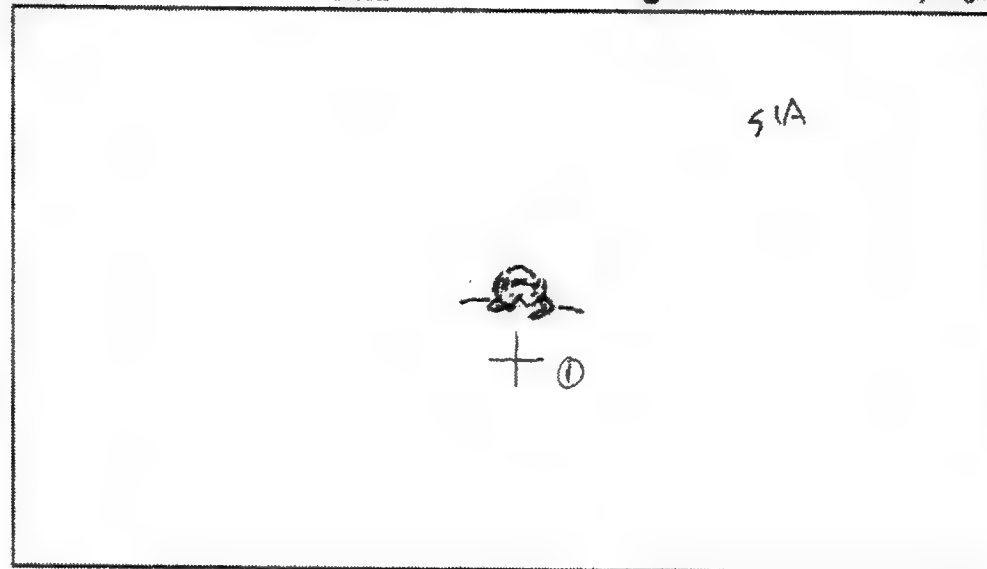
# ADVENTURE TIME



Sc. 132 *cont* Pnl. B Bg. day night



Sc. 132 *cont* Pnl. C Bg. day night



Dialog:

EAK: [GRUNT]

EAK: PHOO!

Action:

- EAK MOISTERS HIMSELF OUT OF JAKE

Timing:

MAY 09 2014

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1025-184

EPISODE #

1025/184

Production :

1025/184

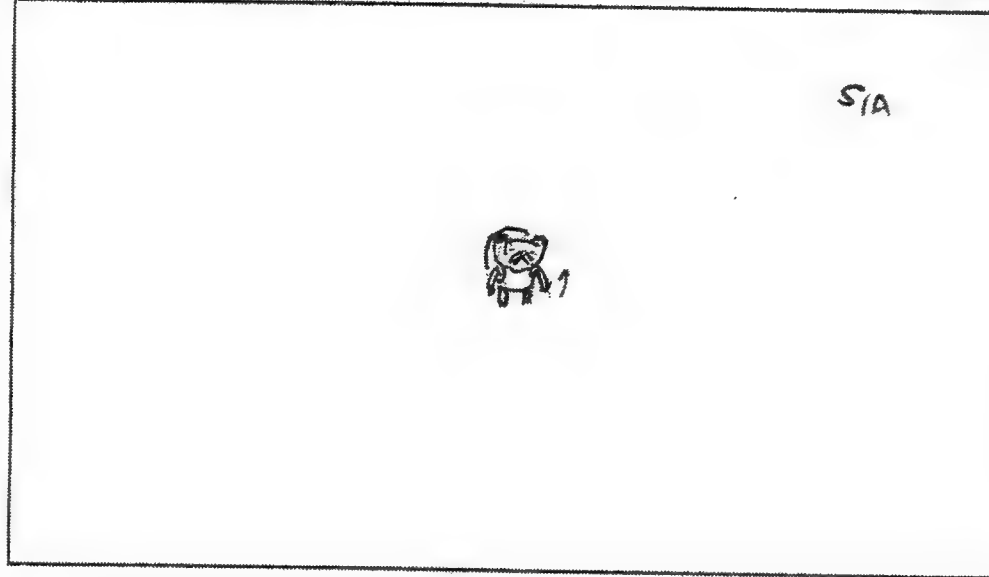


# ADVENTURE TIME



HW  
Cut

Sc. 132 CONT Pnl. D Bg. day night



Sc. 133 Pnl. A Bg. day night

Page 180

HW  
Cut



Dialog:	<p>EATK : OH MY STARS ...</p>
Action:	
Timing:	

MAY 09 2014

1025-184

EPISODE #

Production :

1025/184

1025/184

1025/184

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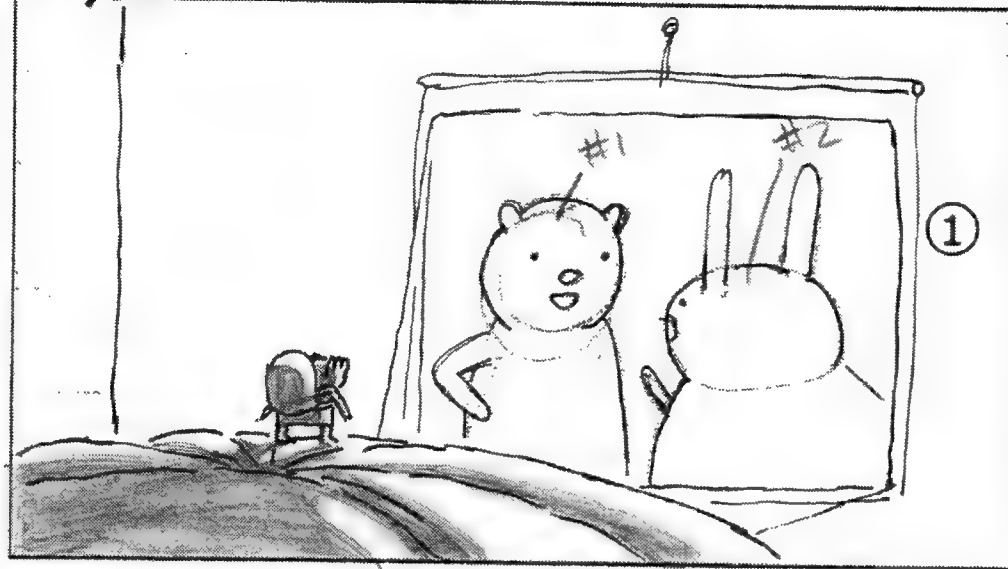
Ho Cut

# ADVENTURE TIME

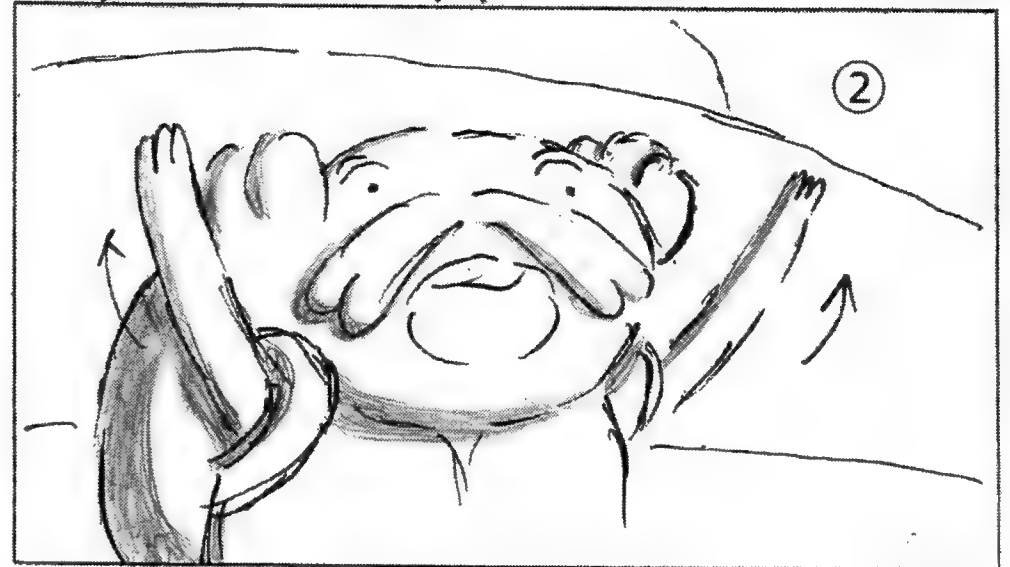


Ho Cut

Sc. 134 Pnl. A Bg. day night



Sc. 135 Pnl. A Bg. day night

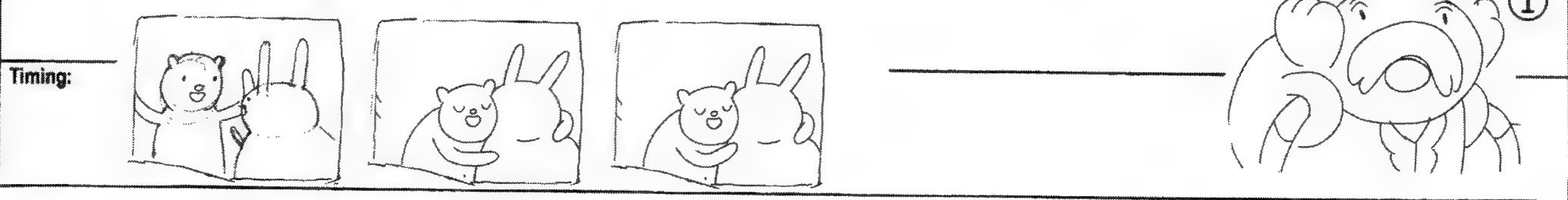


Dialog: EAK: IT'S JUST AS I ENVISIONED...

EAK: OH MIGHTY JAKE - GLOBS! I BESEECH YOUR AID

MAY 09 2014

Action: - MOVIE PROJECTION ON WALL



Timing:

1025-184

EPISODE #

1025/184

Production :



1025/184

# ADVENTURE TIME



Sc. 135 cont Pnl. B Bg. day night



Sc. 135 cont Pnl. C Bg. day night



Dialog:	
E.A.K: DO YOU HAVE ...	E: BAGELS !
Action:	
Timing:	

MAY 09 2014

Page 182 Hu Cut

1025-184

EPISODE #

Production :

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Hu  
cut

# ADVENTURE TIME



Hu  
cut

Page 183

Sc. 136

Pnl. A

Bg.

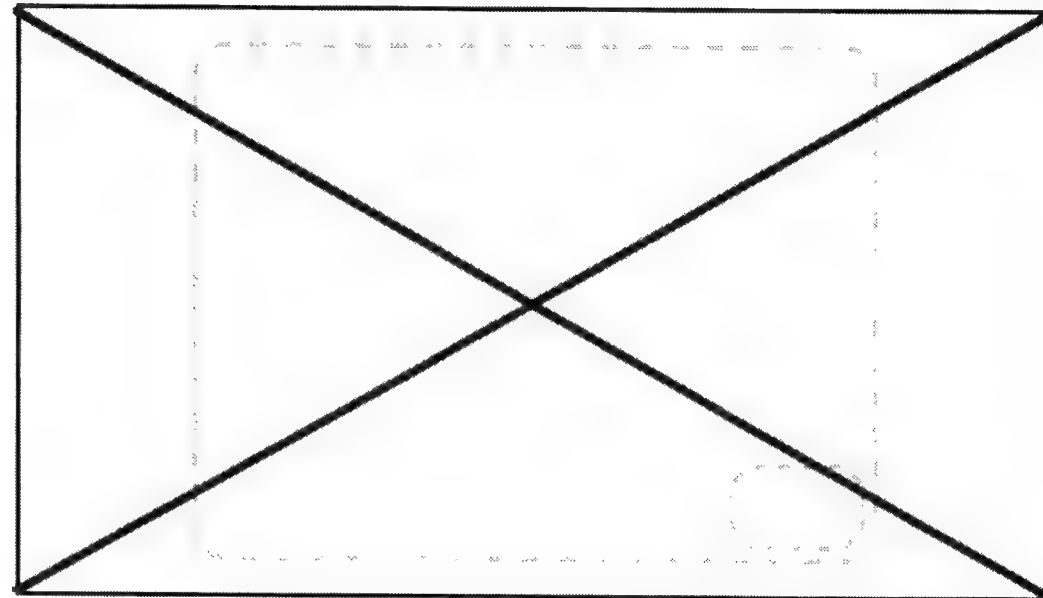
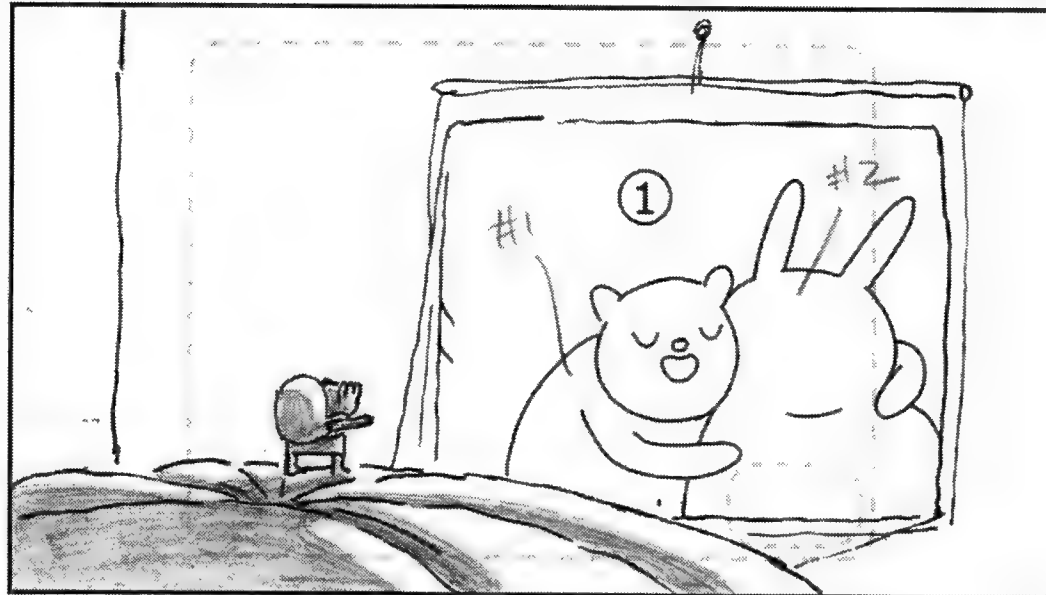
day night

Sc.

Pnl.

Bg.

day night

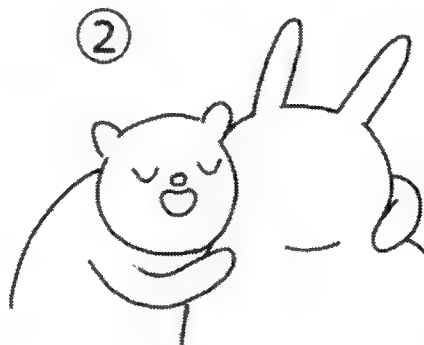


Dialog:

erik: hello?

Action:

Timing:



MAY 09 2014

EPISODE # 1025-184

Production:

1025/184

1025/184

1025/184



1025/184

Ho  
Cut

# ADVENTURE TIME

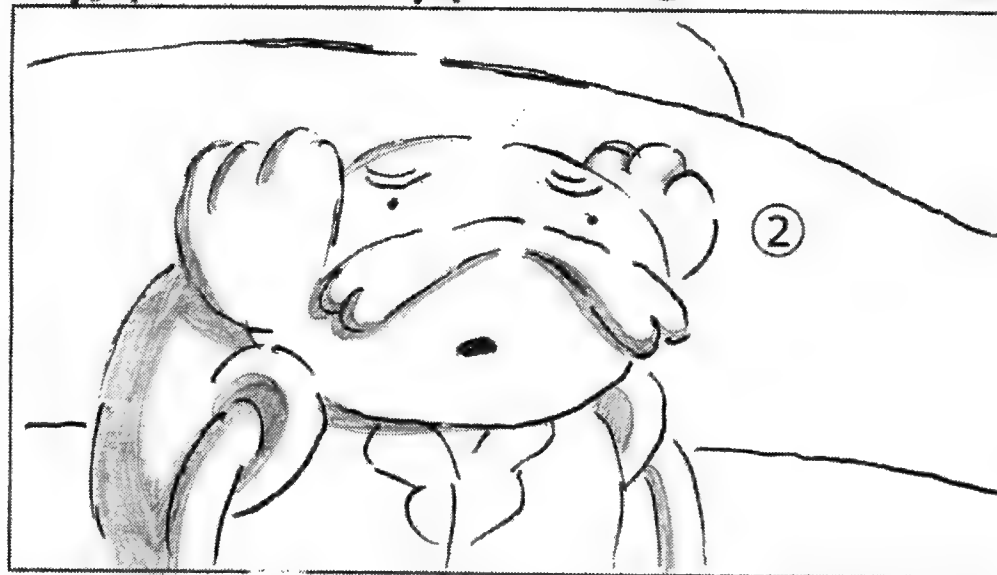


Sc. 137

Pnl. A

Bg.

day night



Sc.

137 CONT Pnl. B

Bg.

day night



Dialog:

EAK : MM.. MAYBE THOSE AREN'T  
the true GLOBS..

EAK : YEAH.. THEY'RE TOO UGLY  
TO BE —

Action:



Timing:

MAY 09 2014

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1025-184

EPISODE #

Production :

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1025/184

# ADVENTURE TIME



Sc. 137 *CONT* Pnl. C

Bg.

day night

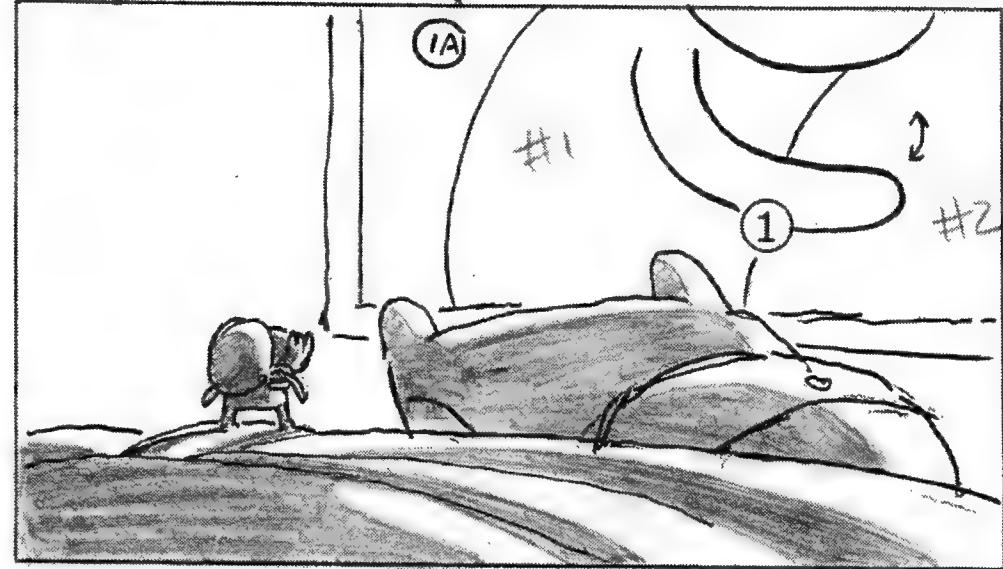


Sc. 138

Pnl. A

Bg.

day night



Dialog:

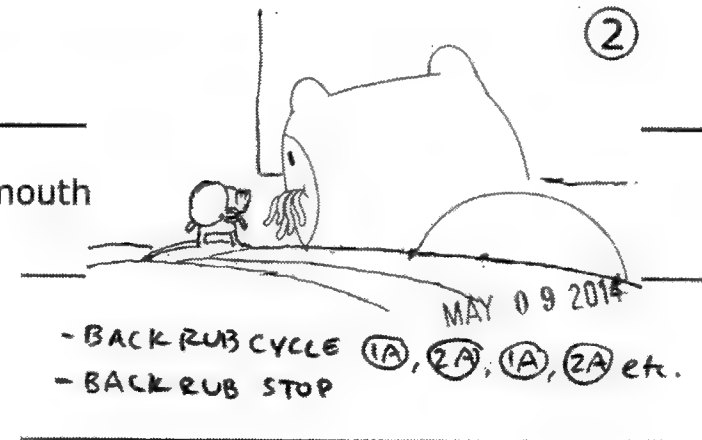
E.A.K. : \* GASP \*

Action:

- SHADOW CASTS OVER E.A.K.

finn pops up  
with food in mouth

Timing:



- BACK RUB CYCLE 1A, 2A, 1A, 2A etc.  
- BACK RUB STOP

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EPISODE # 1025-184

1025/184

Production :

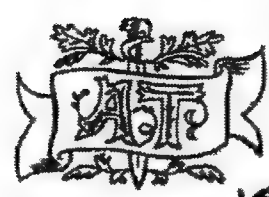
1025/184



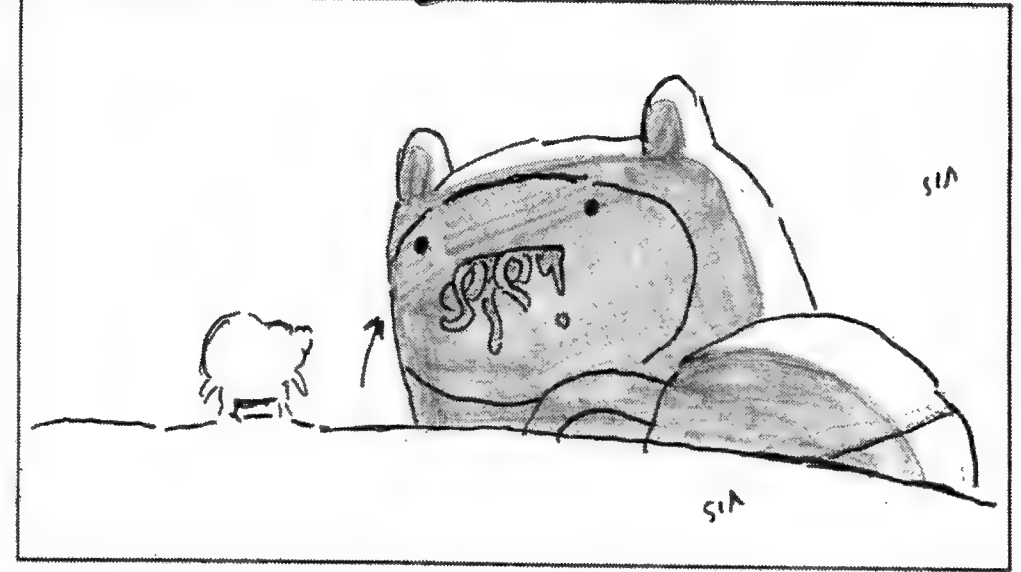
1025/184

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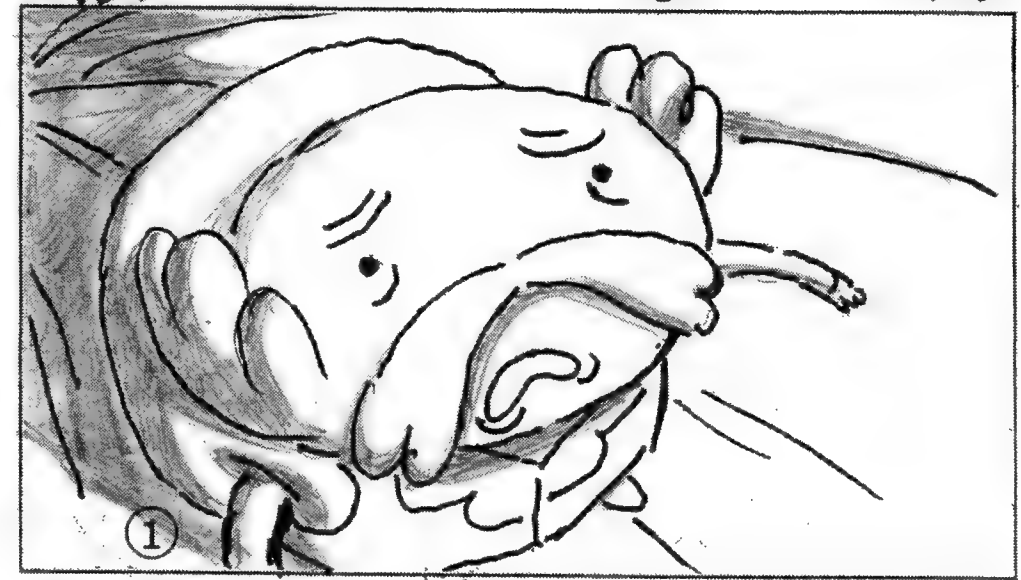
# ADVENTURE TIME




Sc. 138 *CONT* Pnl. *B* Bg. day night



Sc. 139 Pnl. *A* Bg. day night



Dialog:	<i>SFX: *SQUIRMING*</i>	<i>E: NO...</i>
Action:	<i>- FINN RISES UP, TURNS HIS HEAD</i>	
Timing:		

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Production :

1025/184

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1025/184

# ADVENTURE TIME



Cut

Sc.

139 CONT Pnl. B

Bg.

day night



SIA

Sc.

140

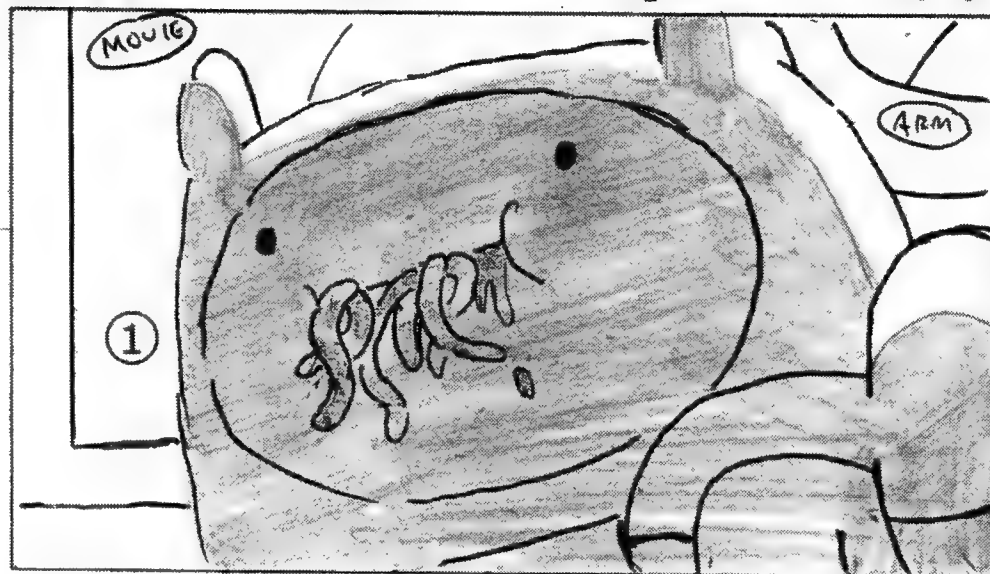
Pnl. A

Bg.

Page

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day night



Dialog:

EAK: (SOB)

SFX: L SPLKK \*

Action:

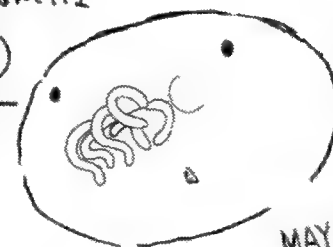
- GOOPY ORANGE TEARS SUDDENLY  
STREAM OUT OF E.A.K.'S EYES

- FINN CHEWS SPAGHETTI

cycle 2 & 3

Timing:

2



3



MAY 09 2014

EPISODE # 1025-184

1025/184

1025/184



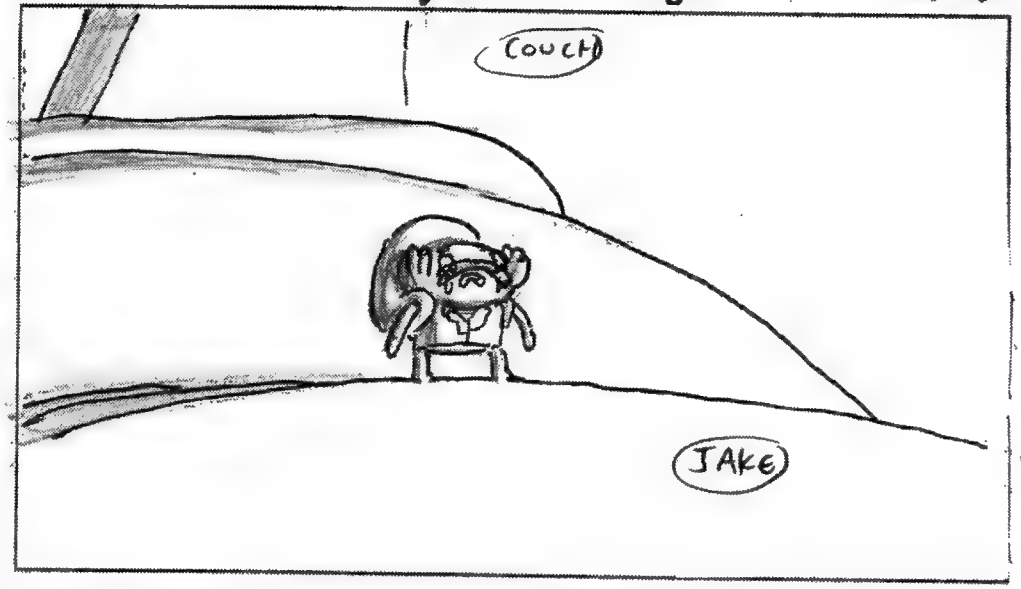
1025/184

Cut

# ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 CONT Pnl. B Bg. day night Page 180



Dialog:	<u>E.A.K.</u> I THOUGHT YOU'D BE BEAUTIFUL ...	<u>E.A.K.</u> : [SOB] ...but you're not
Action:	- EAK FALLS TO HIS KNEES	
Timing:	MAY 09 2014	

HW Cut

EPISODE # 1025-184

Production :

1025/184

1025/184



1025/184

Ho Cut

# ADVENTURE TIME



Sc. 142

Pnl. A

Bg.

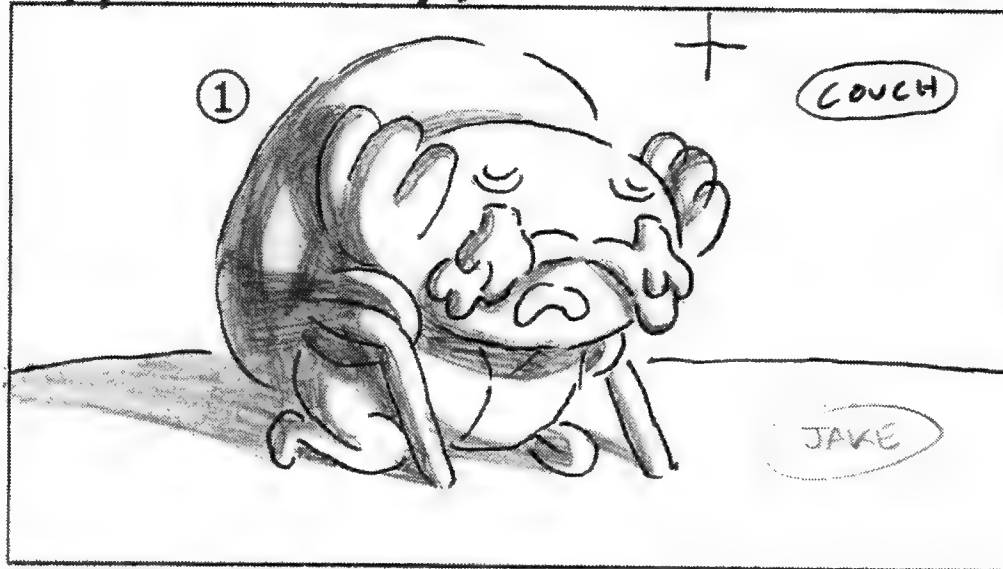
day night


Sc. 142 CONT

Pnl. B

Bg.

Page 189  
189A NEXT  
day night



Dialog:	EAK : BUT YOU'RE <u>HIDEOUS</u>	E: you're hideous!!
Action:	- TEAR GOOP DRIES DOWN EAK'S FACE - HAIR STARTS TO DROP/MELT	tears start to melt/turn into goop
Timing:		MAY 09 2014

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1025/184

Production :

1025/184



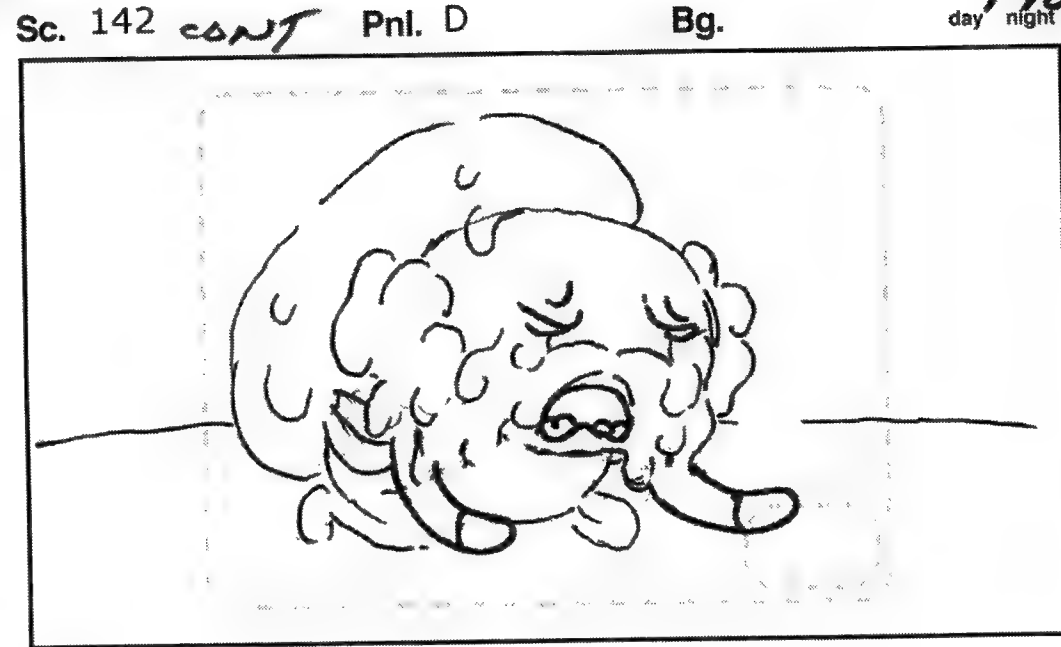
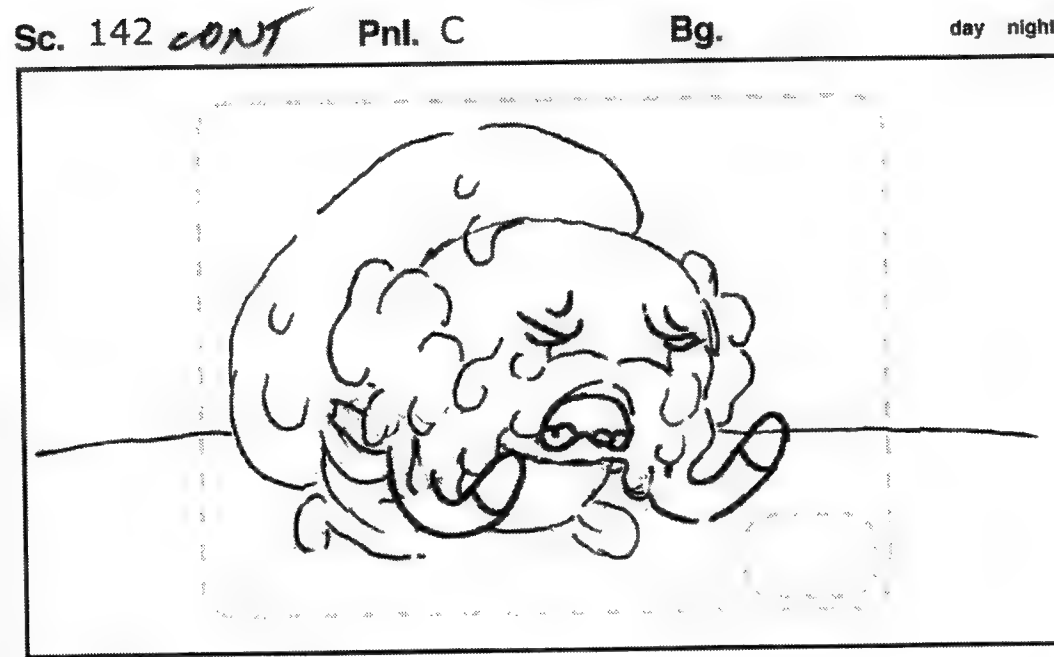
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# ADVENTURE TIME



Page 189A  
190 NEXT  
day night



*Hu*  
*Cont*

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Production:

Dialog:

E: Hideous!!!

Action:

-rest of E starts to melt/turn into goop  
-E pounds fists

Timing:

MAY 09 2014

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1025/184

143  
Cut

# ADVENTURE TIME

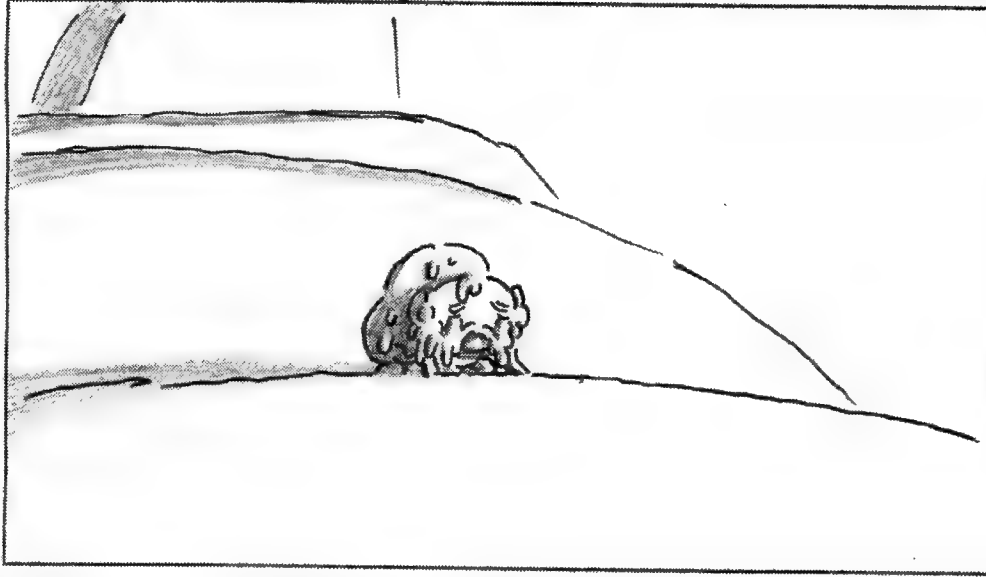


Sc. 143

Pnl. A

Bg.

day night



Sc.

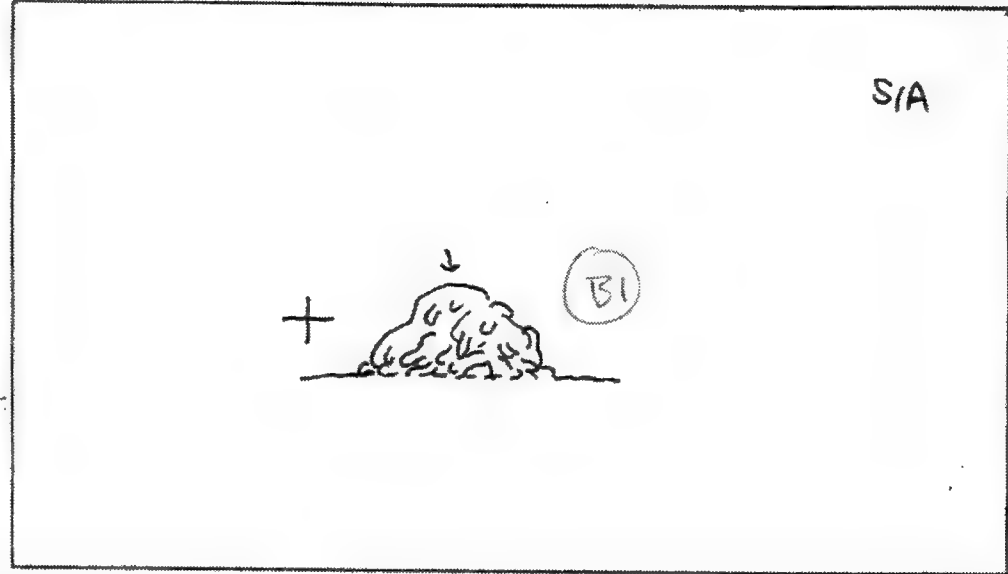
143 CONT

Pnl. B

Bg.

Page 190  
day night

Cut



Dialog:

E: [SOBBING]

SFX: \* GLOOP\*

Action:

- EAK MEETS

- GETS ABSORBED INTO  
JAKE

MAY 09 2011

Timing:



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# ADVENTURE TIME



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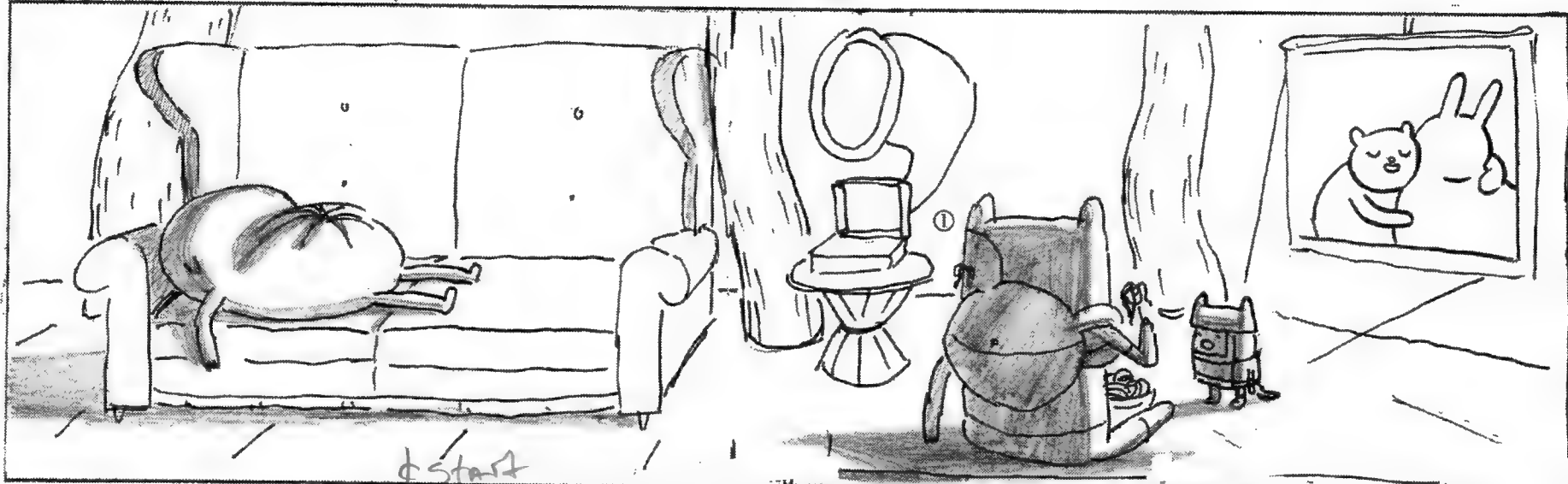
Pnl. A

Bg.

day night

Page 191

day night



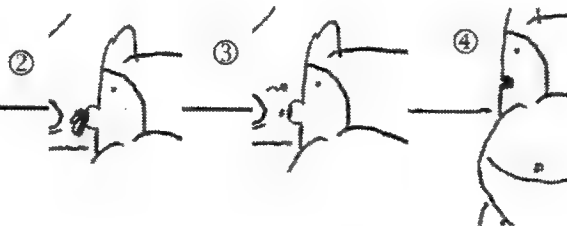
Dialog:

E: (MOUTHFULL) <sup>MAN</sup> JAKE'S STILL  
ROCKING THAT  
FREAKY BELLY BUTTON ?.

Action:

— PAN RIGHT TO FINN  
BMO WEARING KNIT CLOTHES

Timing:



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Production :

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# ADVENTURE TIME



Cut

Sc.

144 cont Pnl. B

Bg.

day night

Sc.

145

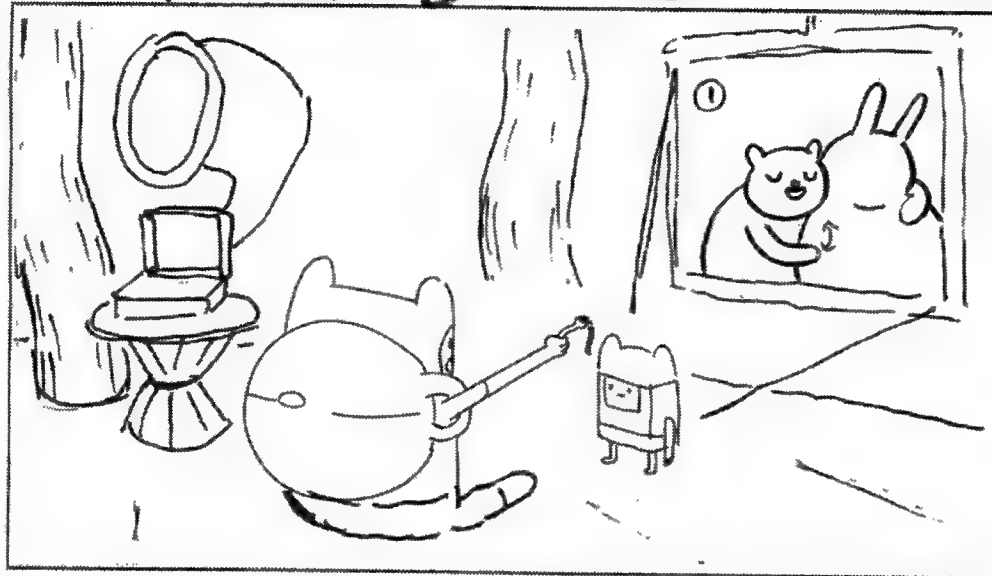
Pnl. A

Bg.

Page

192

day night



Dialog:

F. (MOUTH FULL)  
BMO RESUME (EATING SOUNDS)

Action:

- BMO TURNS AROUND, PUTS MOVIE BACK ON
- FINN TURNS AROUND, CONTINUES EATING

Timing:

-HUG CYCLE ①, ②, ①, ② etc.



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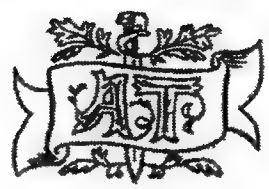
1025/184



1025/184

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# ADVENTURE TIME

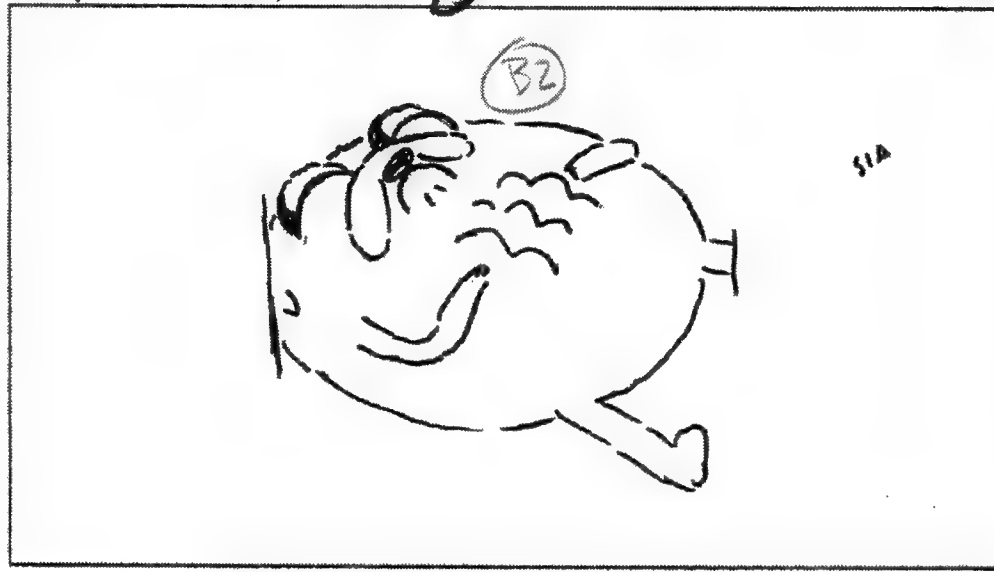


Cut

Sc. 145 CONT Pnl. B

Bg.

day night



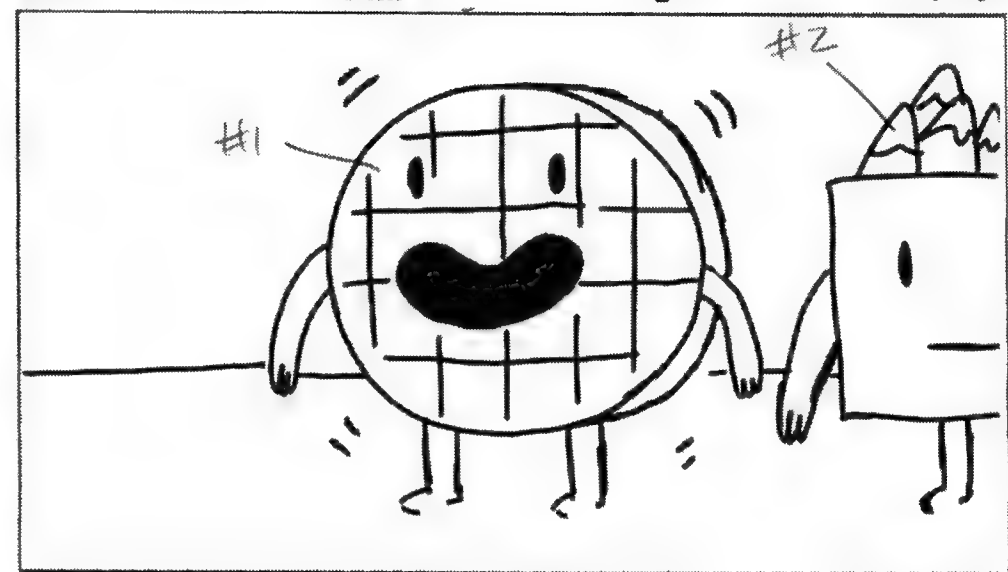
Sc. 145A


Pnl. A

Bg.

Page 193  
day night

Cut



Dialog:	Jake: Spaghetti...	SFX : (RUMBLE)
Action:	-INT. JAKE CELL. 	- JAKES STOMACH GRUMBLES
Timing:	MAY 09 2014	

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Production :

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# ADVENTURE TIME



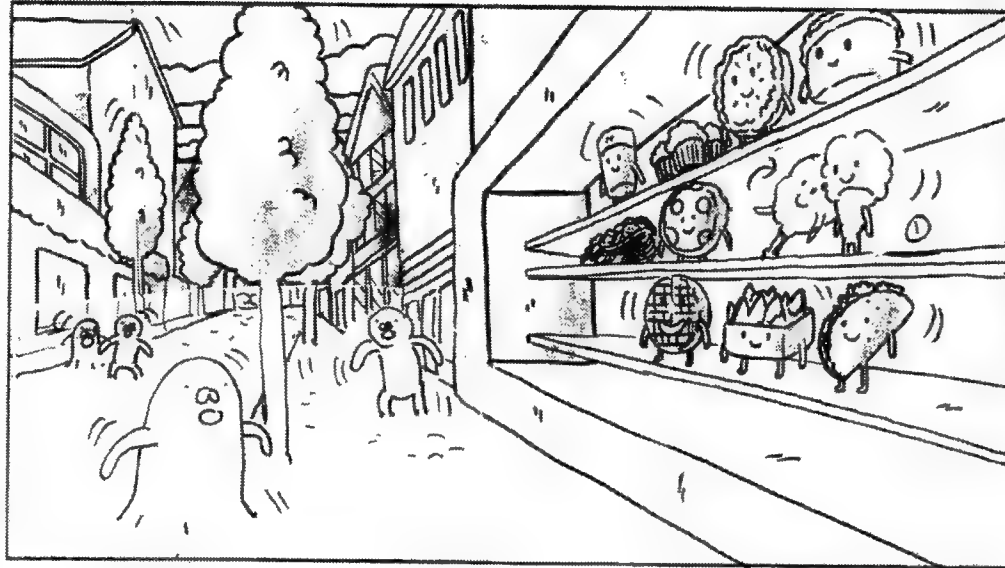
NO SC'S  
147-148

Sc. 146

Pnl. A

Bg.

day night

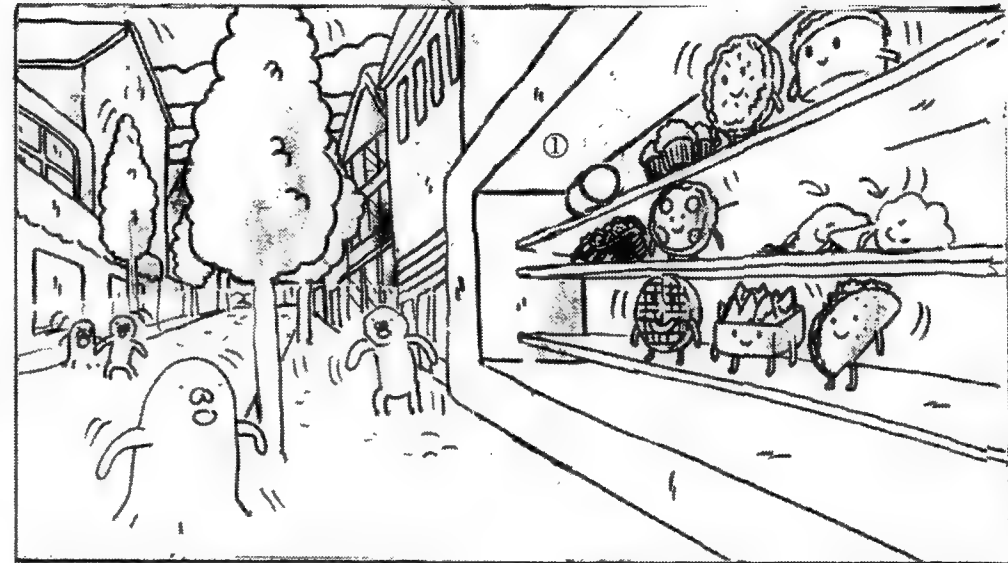


Sc.

146 CONT Pnl. B

Bg.

Page 194  
NO PGS 195-196  
day night



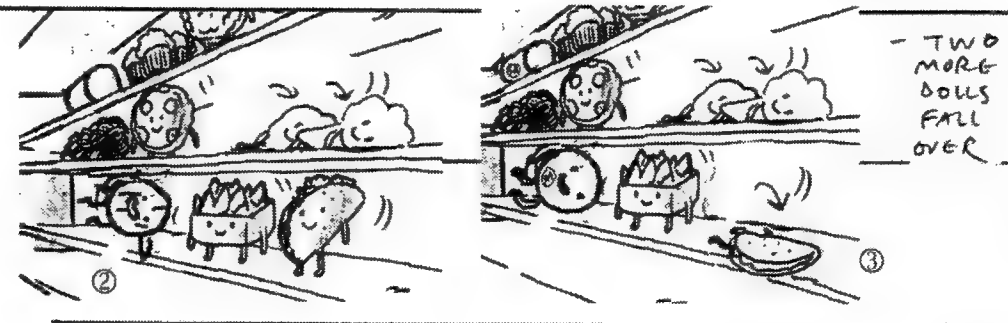
Dialog:

JAKE  
PEOPLE : [ GROWING  
PANIC WALLA ]

Action:

- QUAKE IN THE SHOPPING CENTER
- TWO DOLLS FALL OVER

Timing:



- TWO MORE  
DOLLS  
FALL  
OVER

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Production :

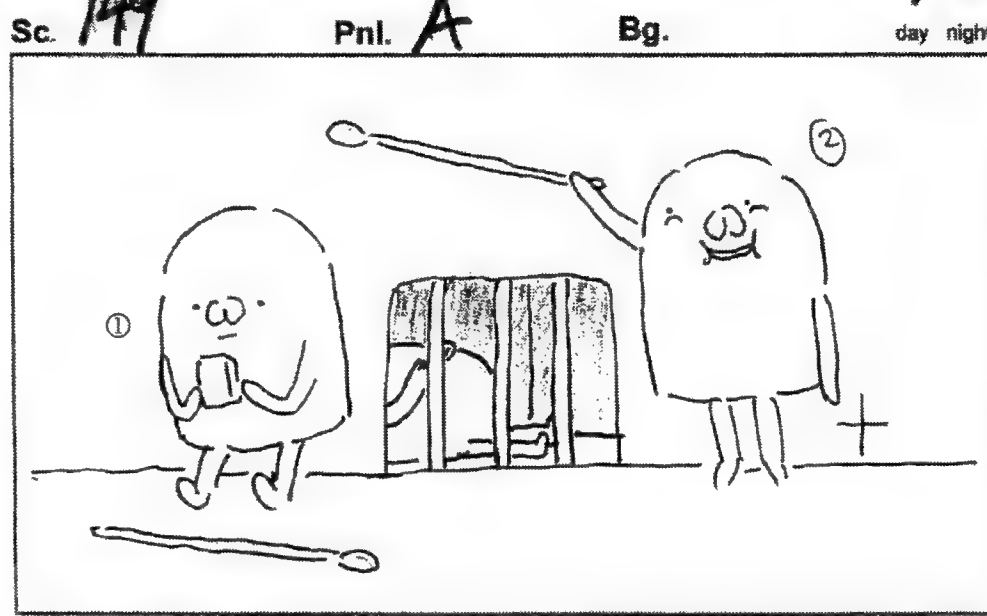
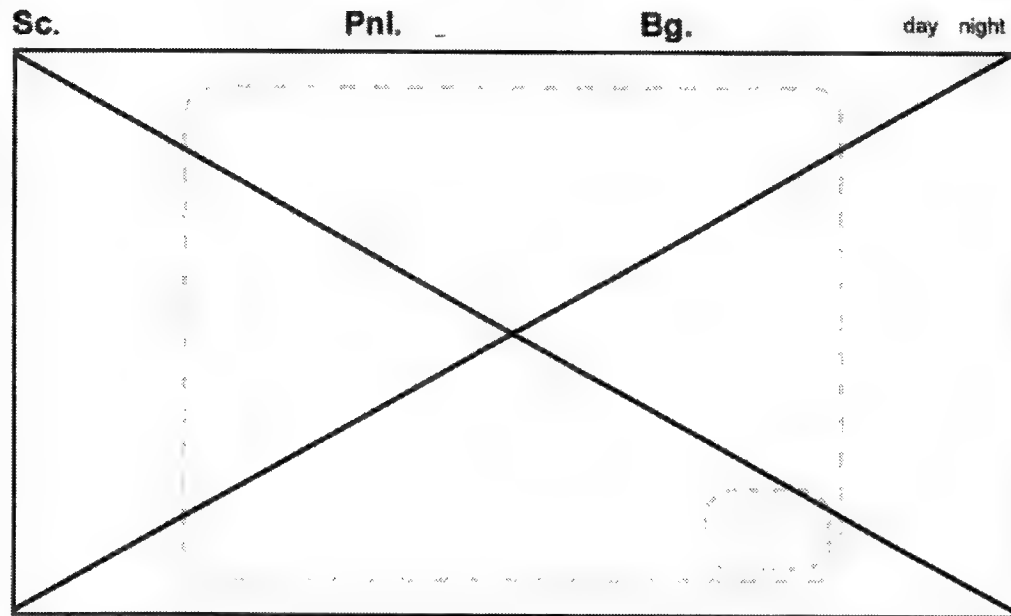
1025/184



# ADVENTURE TIME



Cut



Dialog:

Action:

Timing:

G1: DON'T.

GUARD #2 : (STIFLED CHUCKLE)

- GUARD2 ABOVE TO GUARD1  
TAP WITH SPEAR

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# ADVENTURE TIME

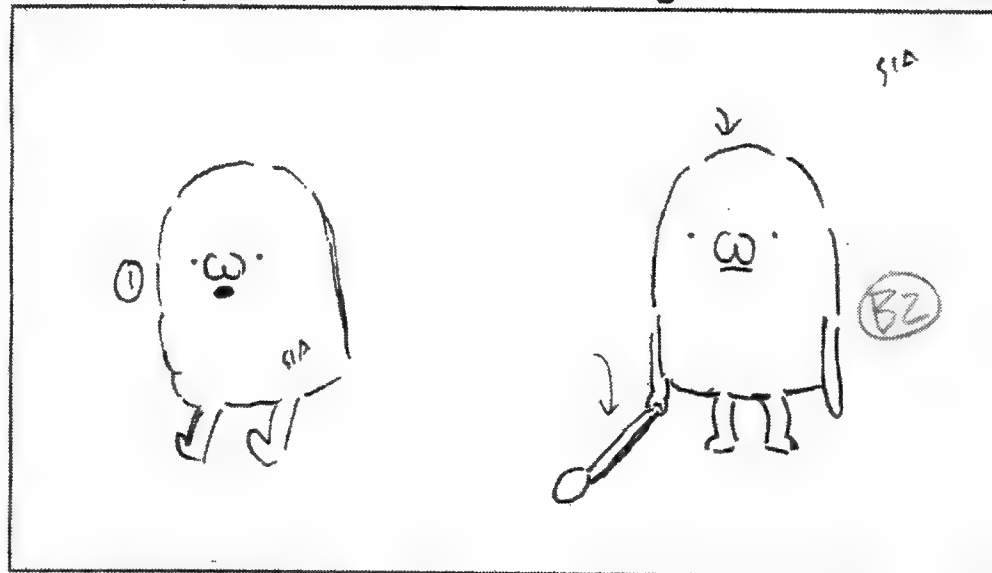


Sc.

149 cont Pnl. B

Bg.

day night

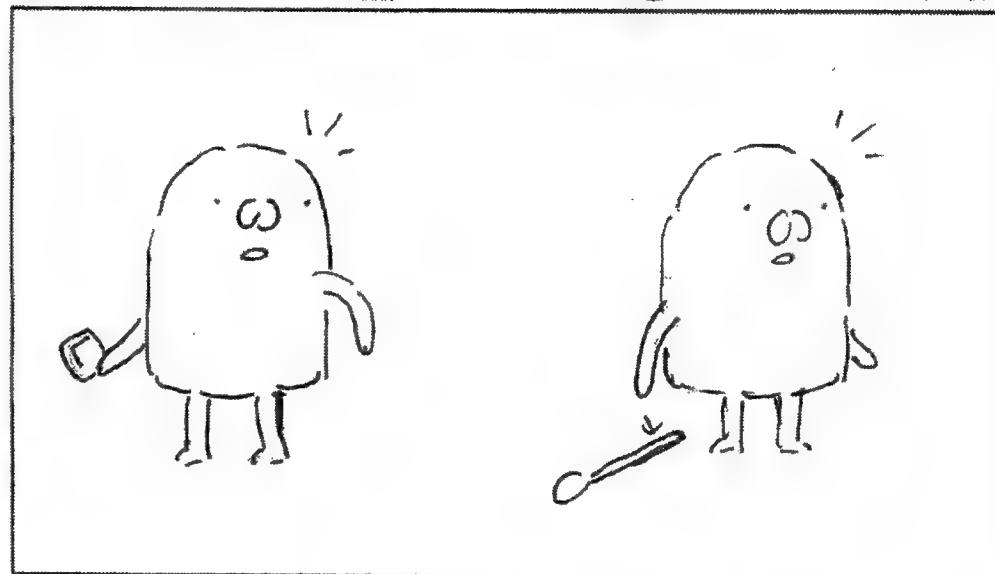


Sc.

149 cont Pnl. C

Bg.

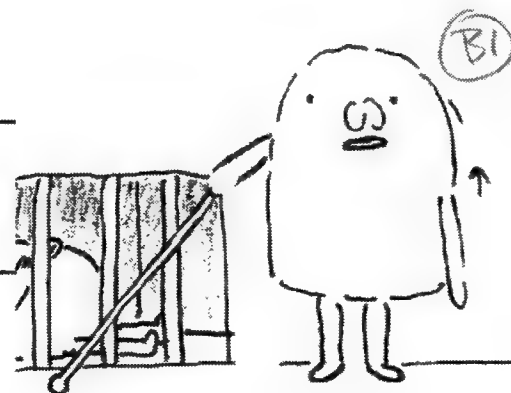
day night



Dialog:

Action:

Timing:



SFX: (OFF/1s) (SLAP SLAP SLAP SLAP)

GUARD #1: HUH?

GUARD #2

- GUARDS LOOK OVER

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HW  
Cut

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Production :

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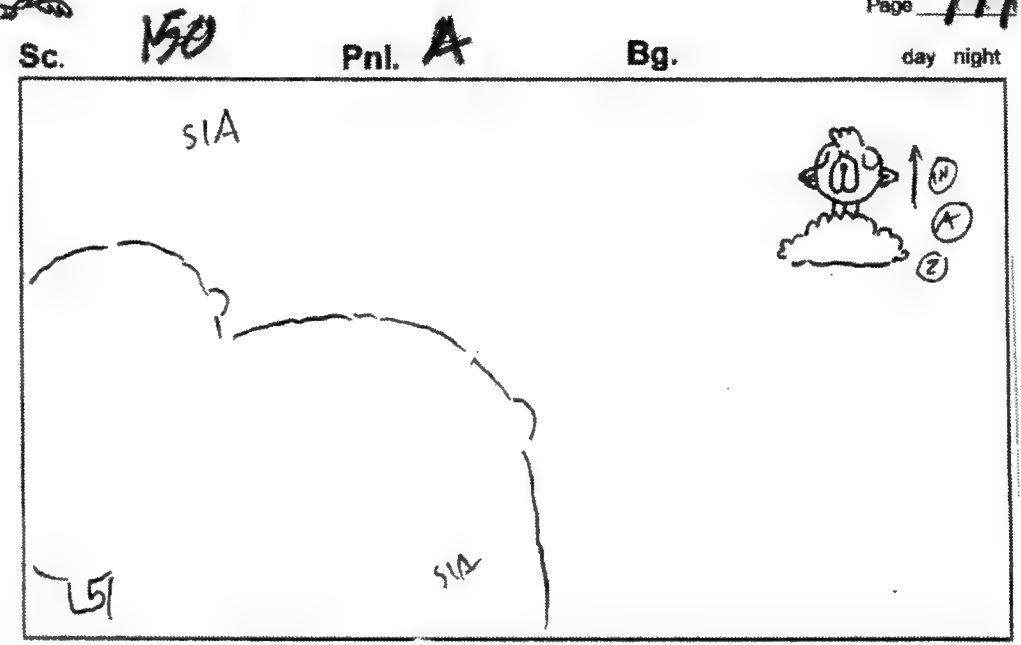
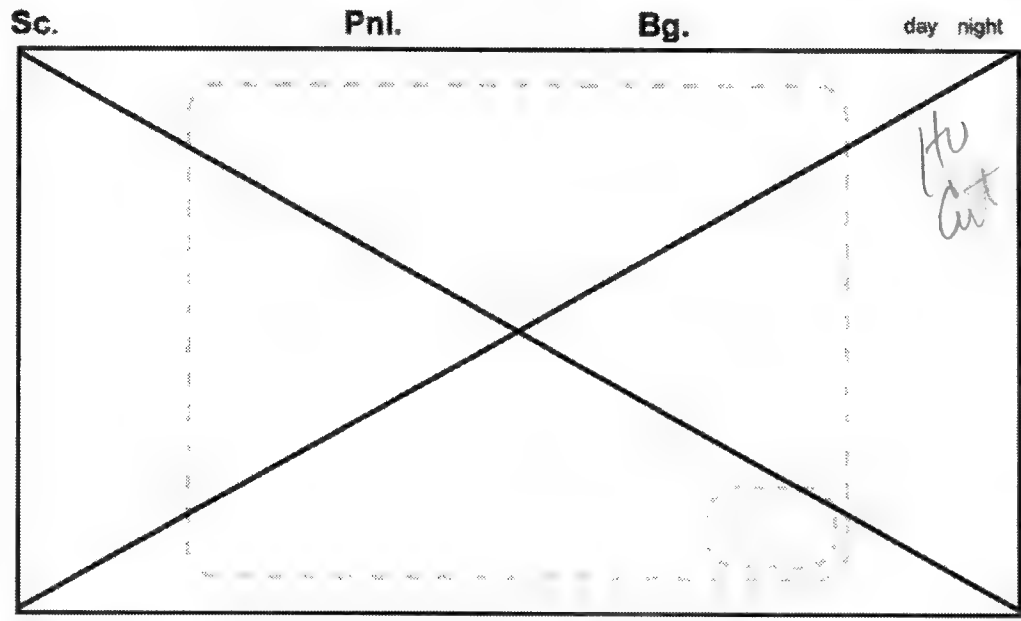
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# ADVENTURE TIME



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day night



Dialog:

SFX : SLAP SLAP SLAP SLAP

Action:

- GOOSE POPS OUT OF A BUSH,  
BOBBS UP AND DOWN SLAPPING  
TOWELS TOGETHER (A) ↔ (B) CYCLE SX

Timing:

MAY 09 2014

*Hu Cut*

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Production :

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Cox

# ADVENTURE TIME

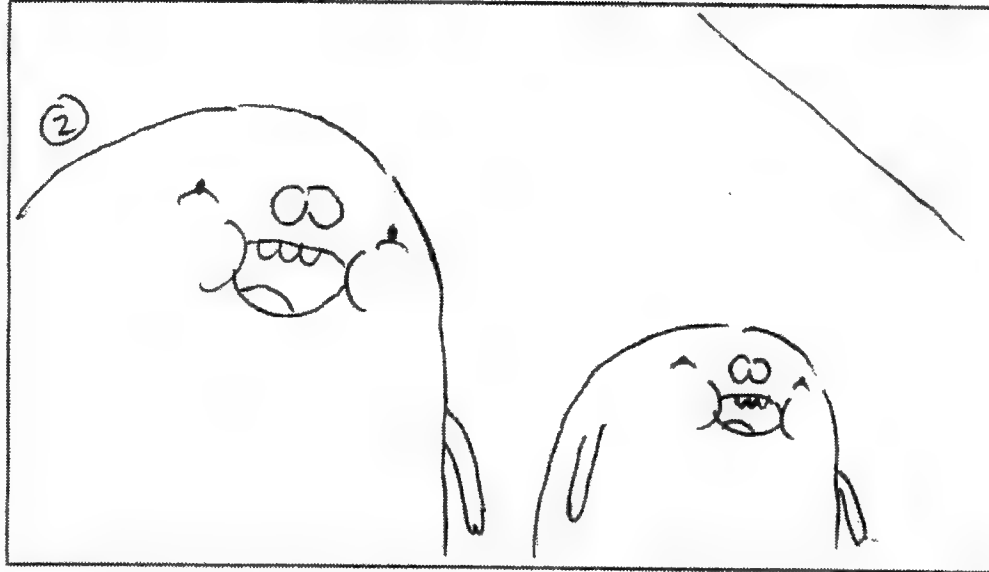


Sc. 151

Pnl. A

Bg.

day night

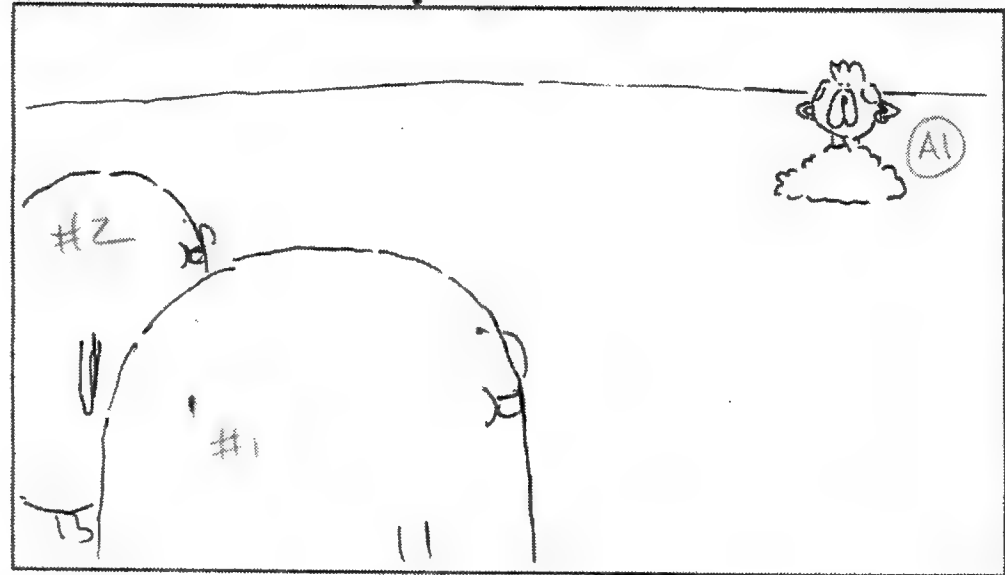


Sc. 152

Pnl. A

Bg.

Page 200  
day night

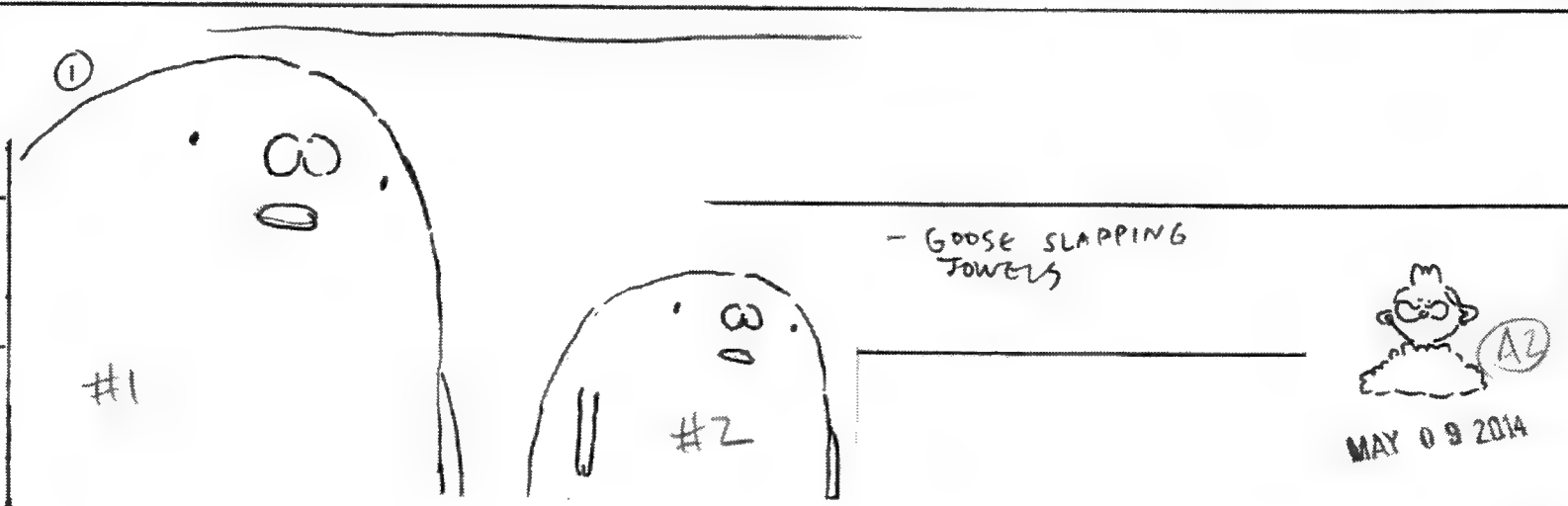


Dialog:

GUARDS #1 + #2  
HA HA HA  
HA HA

Action:

Timing:



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# ADVENTURE TIME



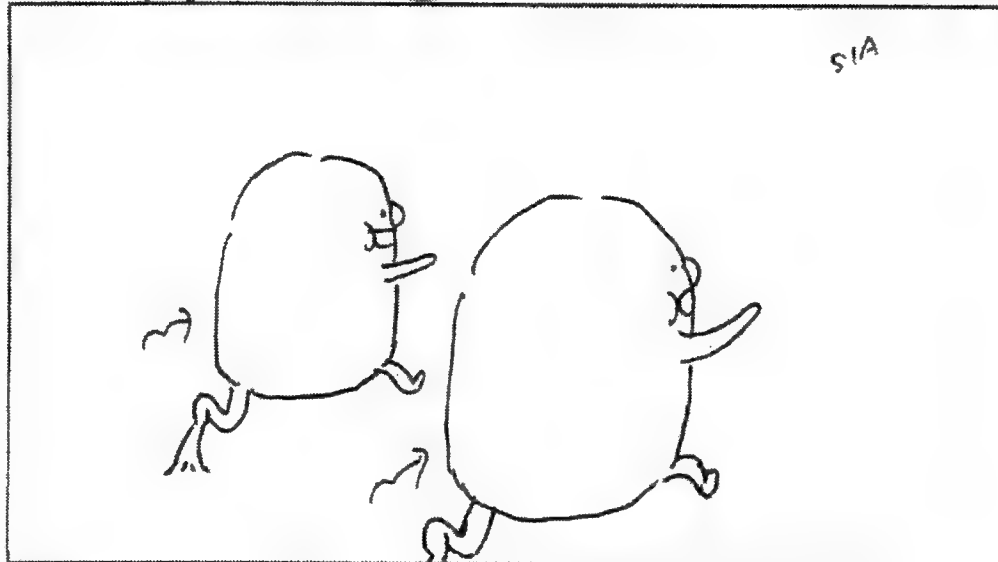
Hd  
Cute

Page **201**

Sc. **152 CONT** Pnl. **B**

Bg.

day night



Sc. **153**

Pnl. **A**

Bg.

day night



Dialog:

GUARDS : HA HA HA HA HA

Action:

- GUARDS  
RUN TO GOOSE

- GOOSE SLAPPING TOWELS

(A) ↔ (B)

Timing:



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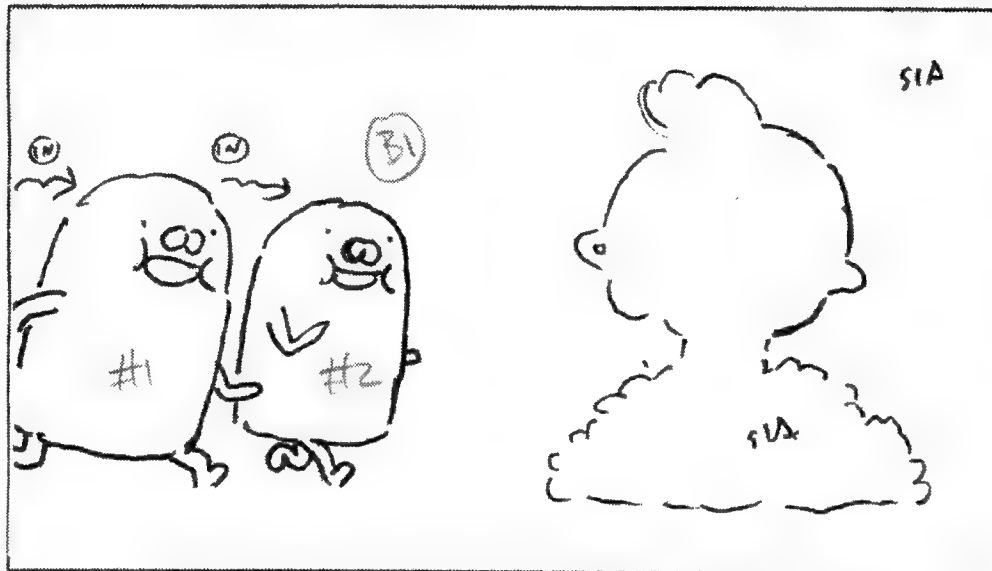
# ADVENTURE TIME



Sc. 153 CONT Pnl. B

Bg.

day night



Sc. 153 CONT Pnl. C

Bg.

day night



Dialog:

G1: HEY YOU'RE  
HILARIO —

Action:

- GUARDS RUN  
ON/S  
- GOOSE BOBBING/  
SLAPPING

Timing:



SFX: (SLAP)

G1: UH!

- GOOSE SLAPS  
GUARD AS HE BOBS UP



s.p.

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# ADVENTURE TIME



Sc. 153 *cont* Pnl. D

Bg.

day night



Sc. 153 *cont* Pnl. E

Bg.

day night



Dialog:

GH2 : [ KNOCKED OUT ]

Action:

- GOOSE SLAPS  
OTHER GUARD

Timing:



— (WITHOUT PAUSING)  
ANTIERS DOWN



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# ADVENTURE TIME

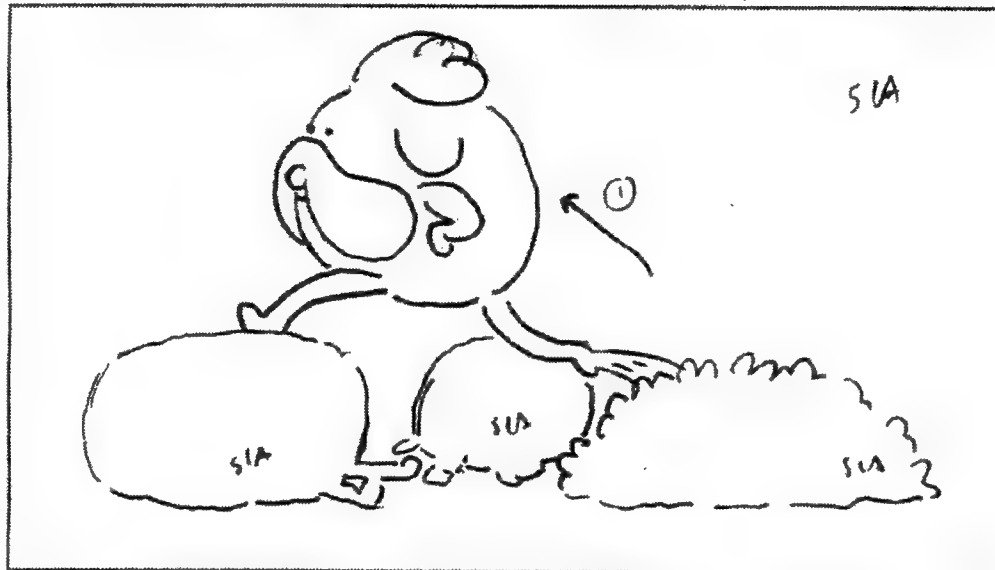


Cut

Sc. 153 *CONT* Pnl. F

Bg.

day night

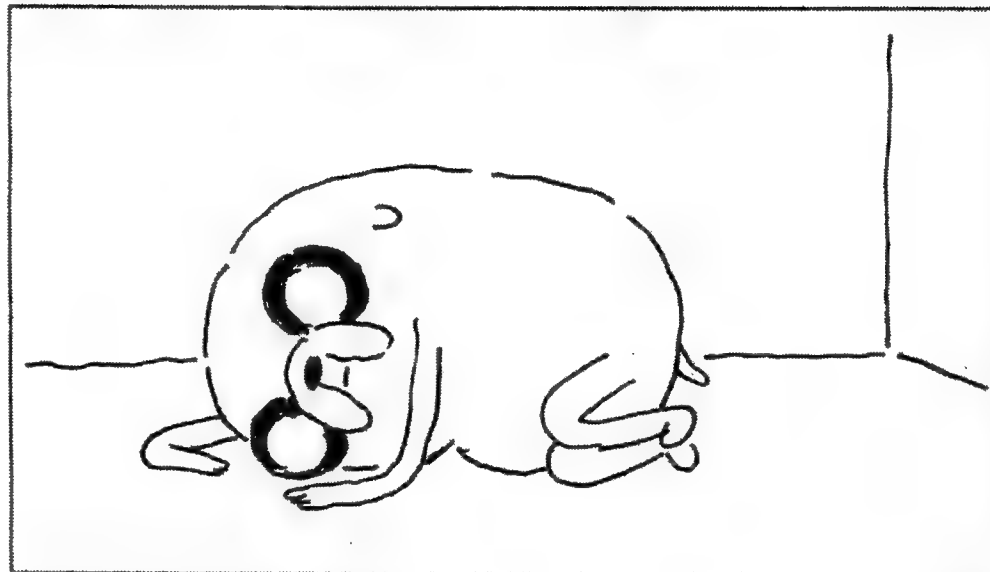


Sc. 154

Pnl. A

Bg.

Page *204*  
day night



Dialog:

Action: - G LEAPS AWAY  
OFF/S

Timing:



- TAKE IN HIS CELL

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Production :

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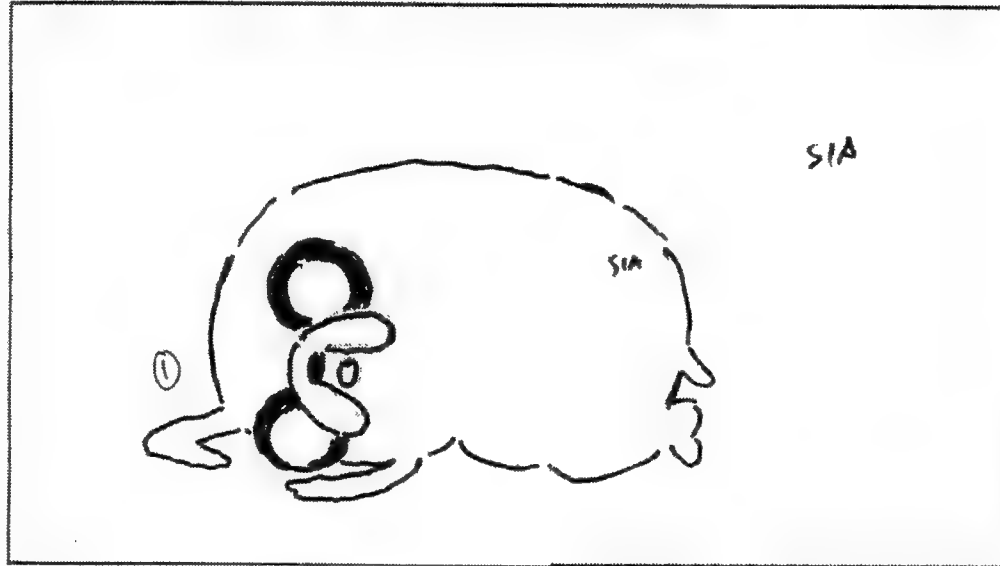
1025/184



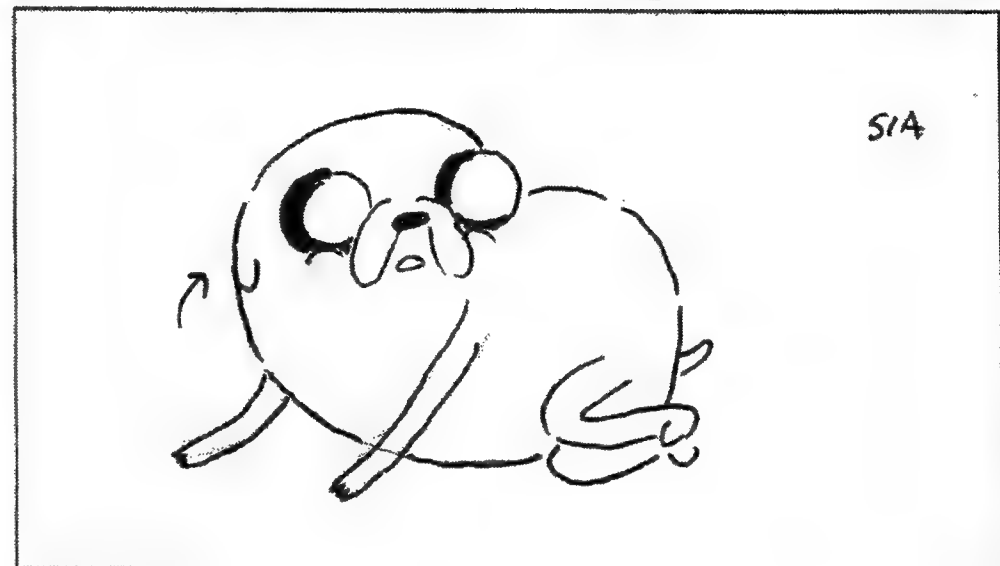
# ADVENTURE TIME



Sc. 154 *CONT* Pnl. *B* Bg. day night



Sc. 154 *CONT* Pnl. *C* Bg. day night



<p>Dialog:</p> <p><i>J</i> : (SIGH)</p>		<p><i>G</i> : (OFF/S) [STRAINING] HOOHUUH...</p>	
<p>Action:</p>		<p><i>J</i> : HUH?</p>	
<p>Timing:</p>		<p>- J LOOKS UP</p>	



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*Ad Cut*

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Production :

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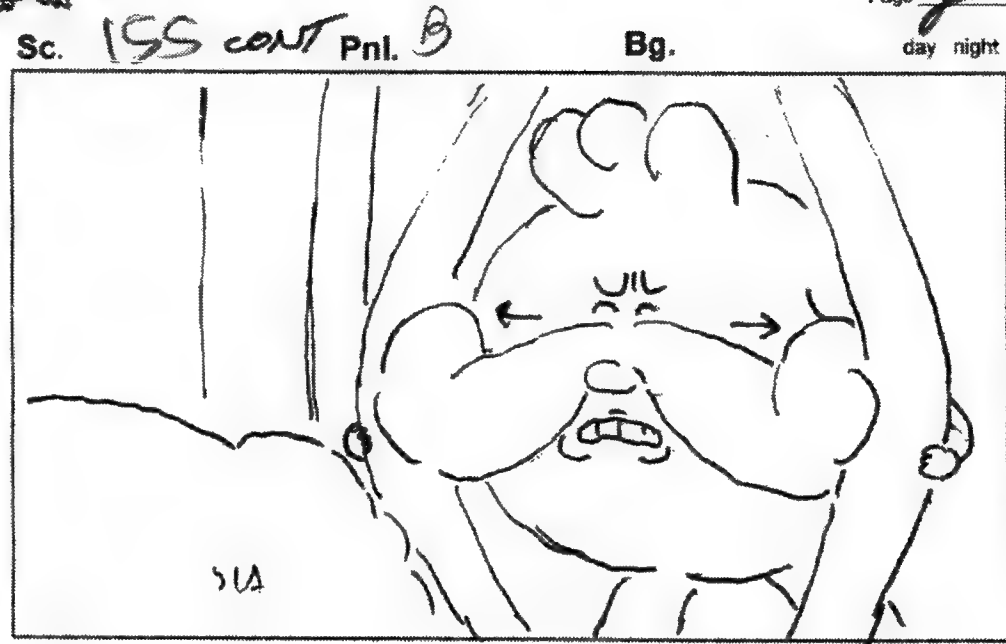
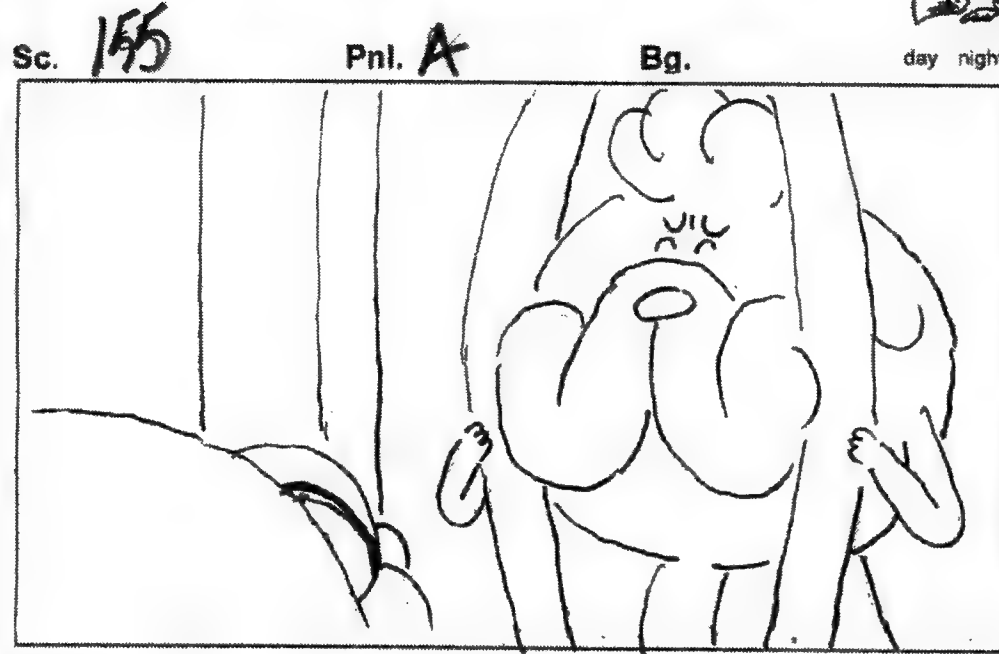
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140 cut

# ADVENTURE TIME



Dialog:

G : HINN GGG ~~~~~>

J : GOOSE !?

Action:

- GOOSE BENDS APART CAGE BARS  
WITH HIS TOWELS

Timing:

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Production :



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# ADVENTURE TIME



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Cut

Sc. 155 cont Pnl. C

Bg.

day night

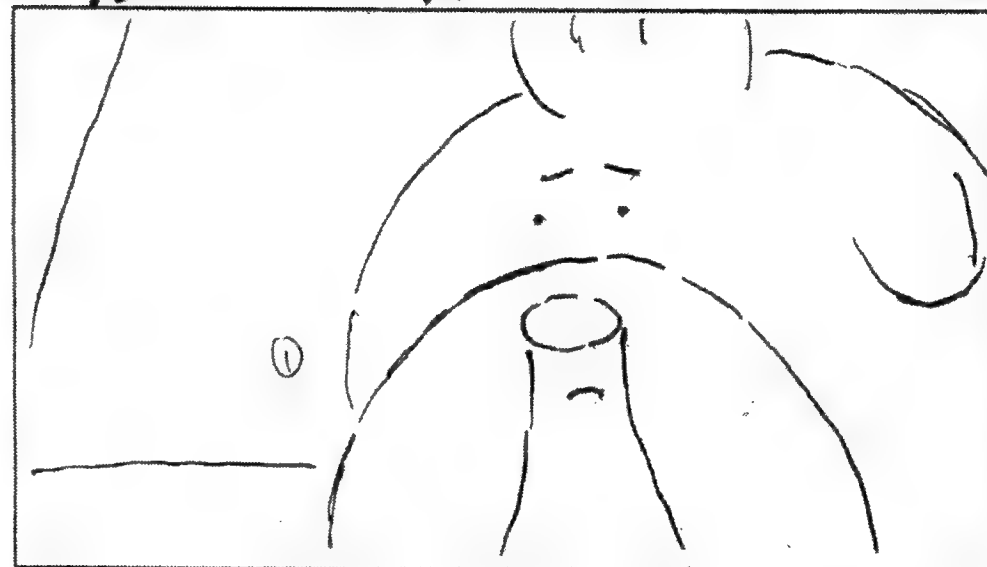


Sc. 156

Pnl. A

Bg.

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day night



Dialog:

G: GO.

Jake: (o/s) But...

Action:

Timing:



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Cut

# ADVENTURE TIME



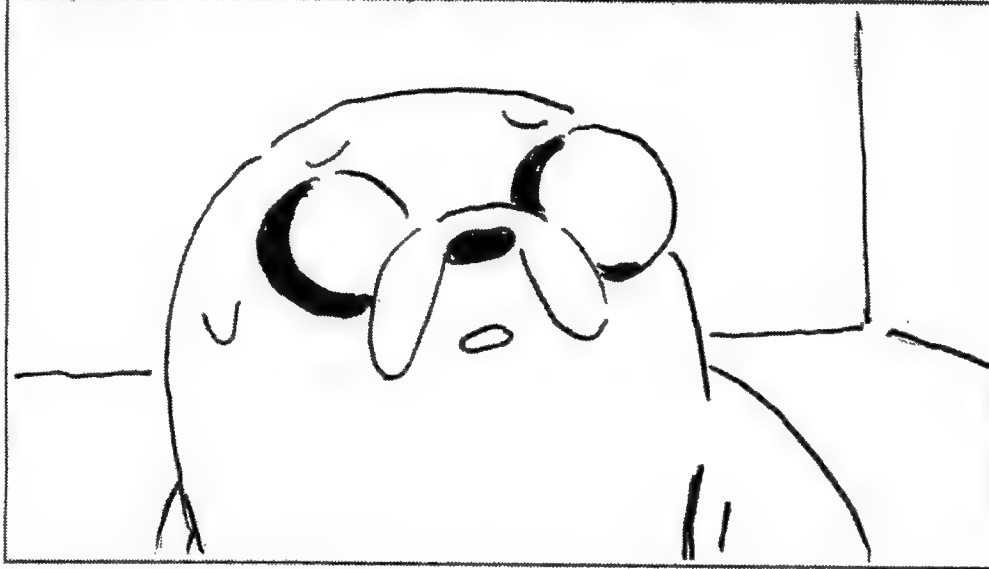
Ho Cut

Sc. 157

Pnl. A

Bg.

day night

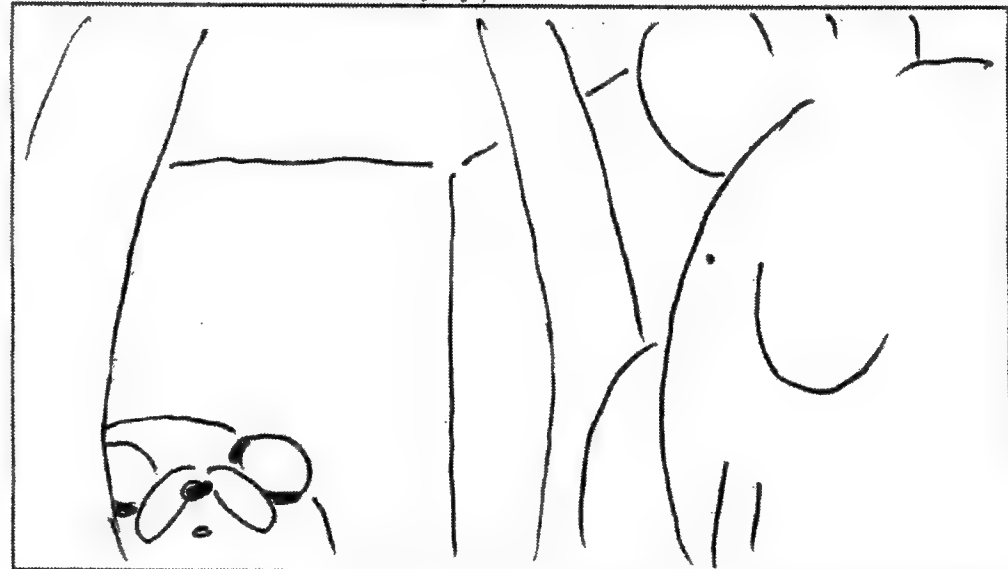


Sc. 158

Pnl. A

Bg.

Page 208  
day night



Dialog:

I: BUT...WHAT IF ERIK  
ADDAMKIMSON IS RIGHT?

I: WHAT IF

Action:

Timing:

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# ADVENTURE TIME



HN  
Cut

Page **209**  
day night

HN  
Cut

Sc. 158 *cont* Pnl. B

Bg.

day night

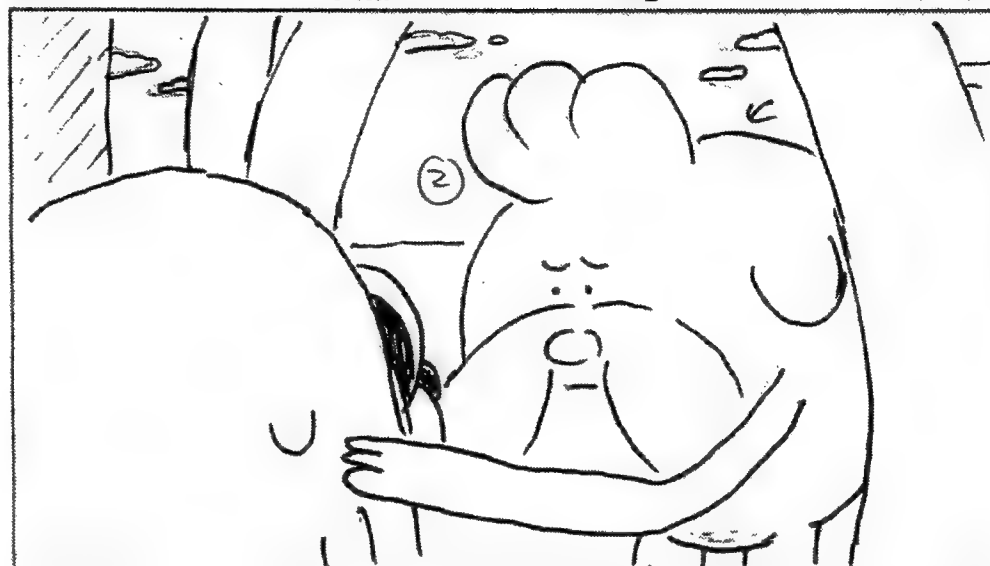


Sc. 159

Pnl. A

Bg.

day night



Dialog:

J : YOU AND ALL THE JAY PEERS DISAPPEAR  
AND I CAN'T BRING YOU BACK ?

Action:

- J STANDS UP

Timing:



- G PUTS HIS HAND  
ON JAKES SHOULDER

MAY 09 2012

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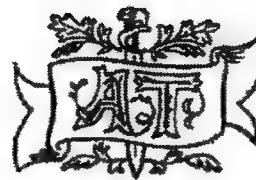
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Ho  
Cut

# ADVENTURE TIME



Sc. 160

Pnl. A

Bg.

day night



Sc. 160 CONT

Pnl. B

Bg.

Page 210  
day night

Cut



Dialog:

G: THEN YOU WON'T HAVE TO  
PAY ME BACK THAT 5 BUCKS.

Action:

Timing:

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Production :

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Cut

# ADVENTURE TIME



Page **211**  
day night

Sc. 161

Pnl. A

Bg.

day night



Sc. 161 *cont* Pnl. B

Bg.

day night



Dialog:

**J:** BUT... EUH!

Action:

- J TEARS UP

Timing:



**J:** EUH!

**SFX:** \*SLAP\*

- G SLAPS JAKE  
ON BOTH CHEEKS  
WITH HIS  
JOWEL (CONT NEXT  
PANEL)



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# ADVENTURE TIME



Cut

Sc. 161 CONT Pnl. C

Bg.

day night

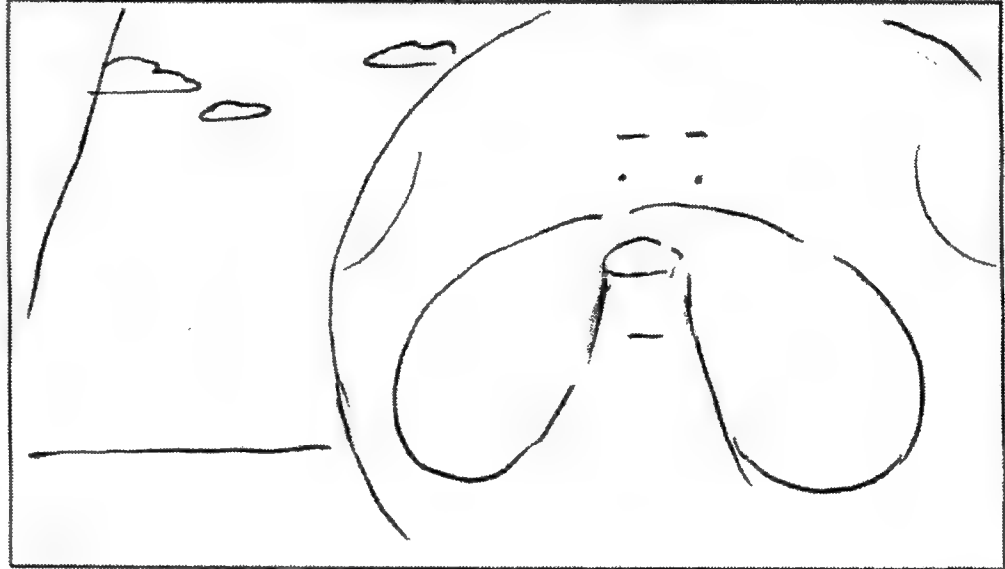


Sc. 162

Pnl. A

Bg.

Page 212  
day night



Dialog:

J: EUH!

SFX: \*SLAP\*

Action:

Timing:

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# ADVENTURE TIME



Cont

Sc.

162 cont Pnl. B

Bg.

day night



Sc.

163

Pnl. A

Bg.

day night



Dialog:

G: GO - EAT, JAKE!

J: WHU... OK  
[INHALE]

Action:

- G LEANS FORWARD

Timing:

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# ADVENTURE TIME



Sc.

103 CONT Pnl. B

Bg.

day night



Sc.

103 CONT Pnl. C

Bg.

day night



Dialog:

J : [EXHALE]

J : [SLOW, BIG INHALE]

Action:

Timing:

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Page 214

Handwritten initials 'H. Gut'.

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Hu  
Cut

# ADVENTURE TIME

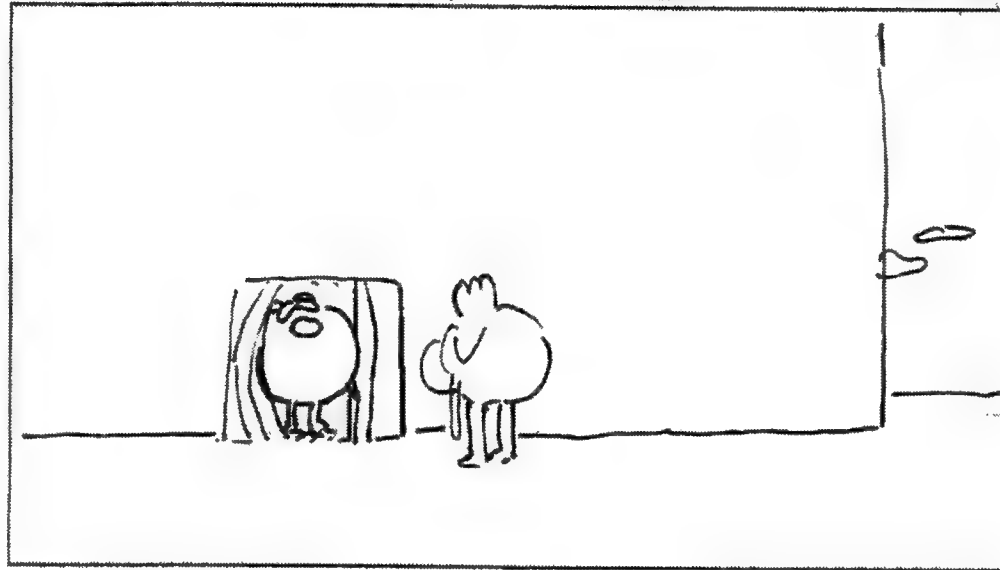


Sc. 164

Pnl. A

Bg.

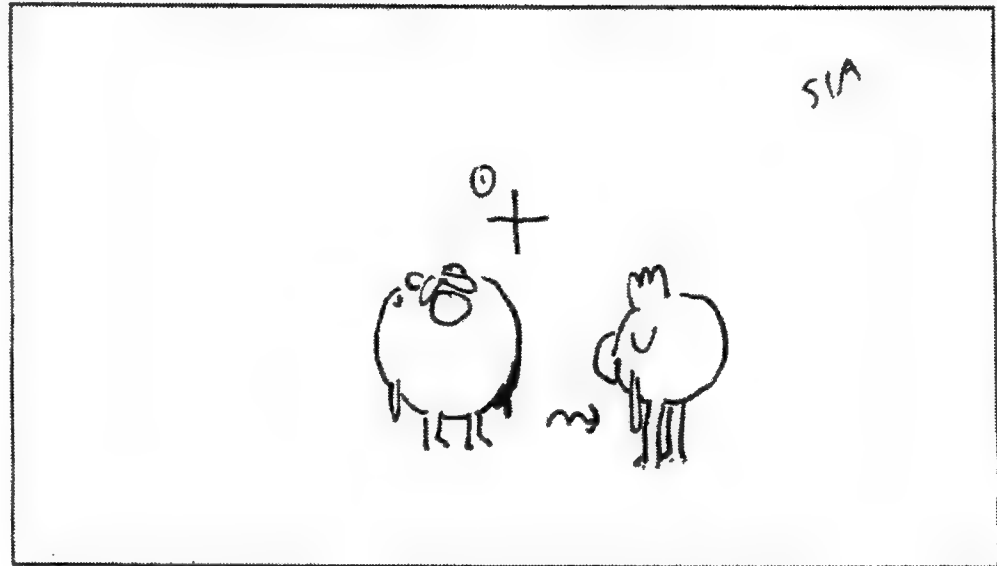
day night



Sc. 164 cont Pnl. B

Bg.

Page 215  
day night



Dialog:

J: [CONT INHALE]

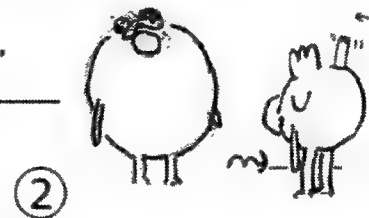
Action:

- J WALKS OUT OF PRISON,  
HIS BODY INFLATING

Timing:



- JAKE INFLATES  
- G. BACKS UP.



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Hu  
Cut

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1025/184

He  
Cut

# ADVENTURE TIME

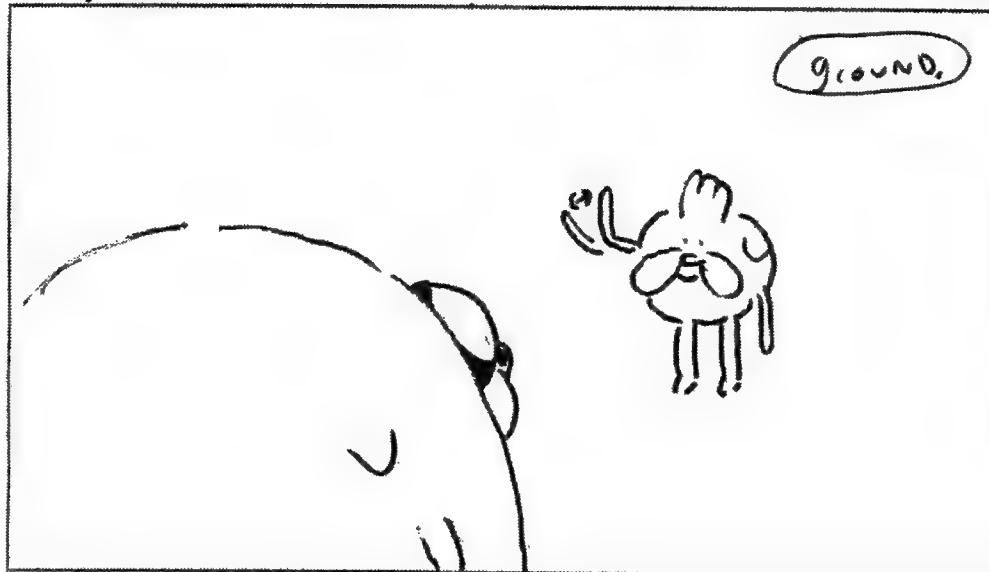


Sc. 165

Pnl. A

Bg.

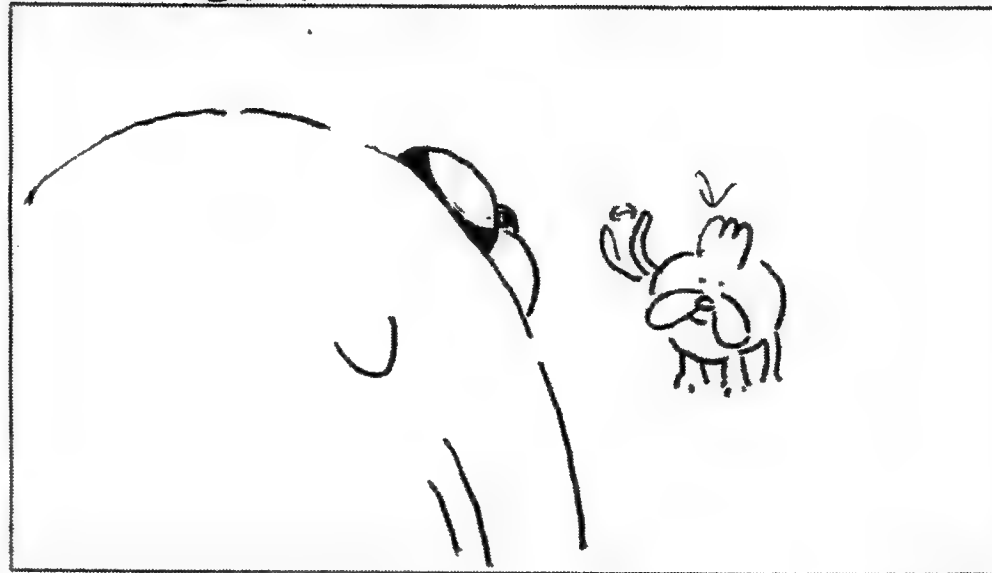
day night



Sc. 165 cont Pnl. B

Bg.

Page 216  
day night



Dialog:

Action:

- GOOSE WAVES AS HE GETS ABSORBED INTO GROUND
- JAKE GROWS BIGGER

Timing:

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# ADVENTURE TIME



Sc.

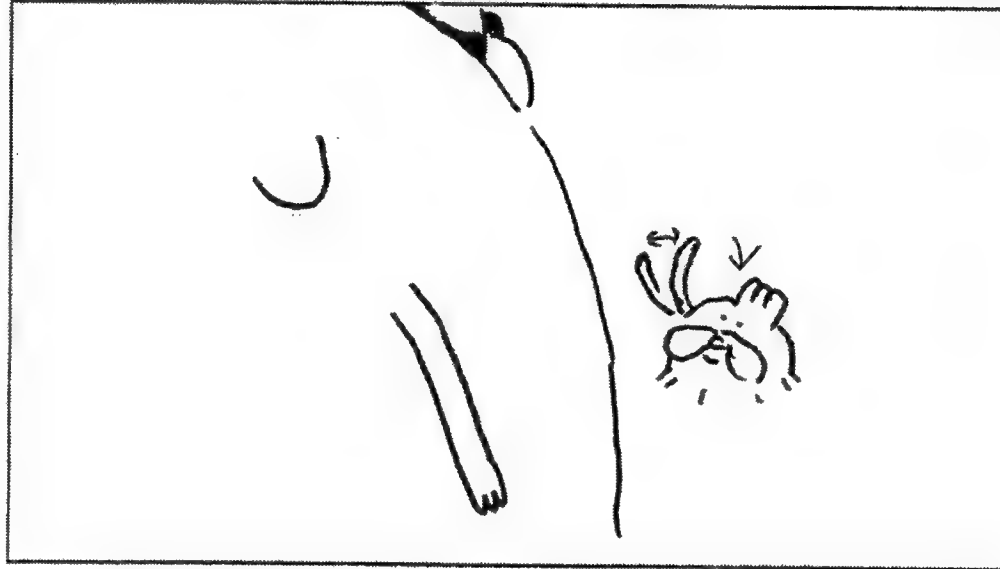
165 *cont*

Pnl.

C

Bg.

day night



Sc.

165 *cont*

Pnl.

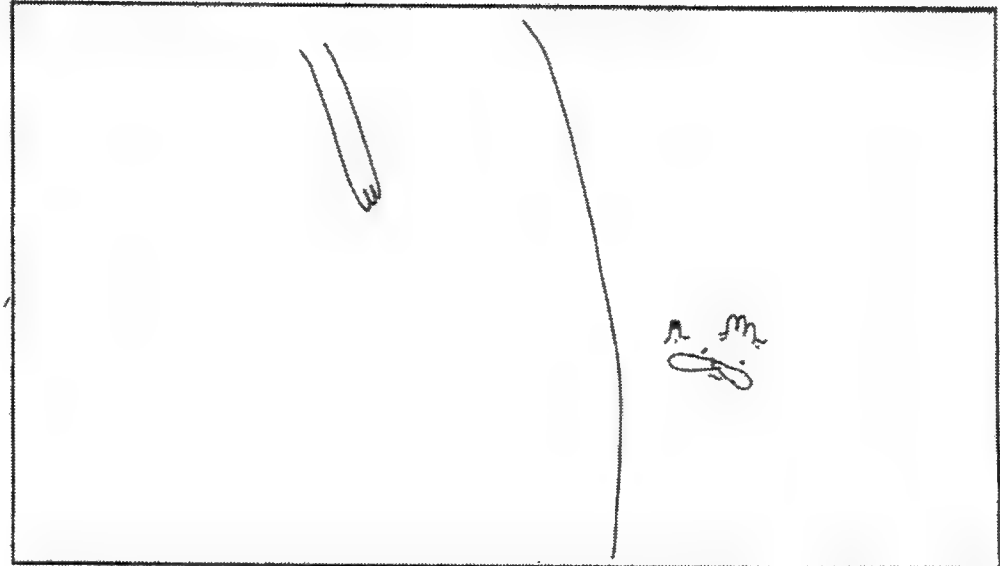
D

Bg.

Page

217

day night



Dialog:

Action:

- JAKE GROWS BIGGER  
- GOOSE SINKS DOWN

Timing:

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no scene 166

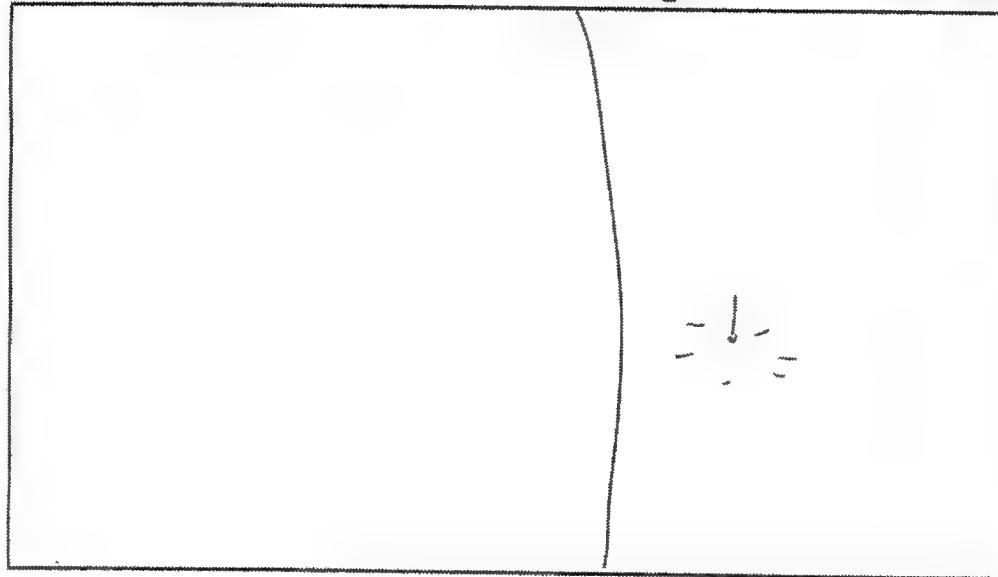


Sc. 165 *CONT*

Pnl. *E*

Bg.

day night

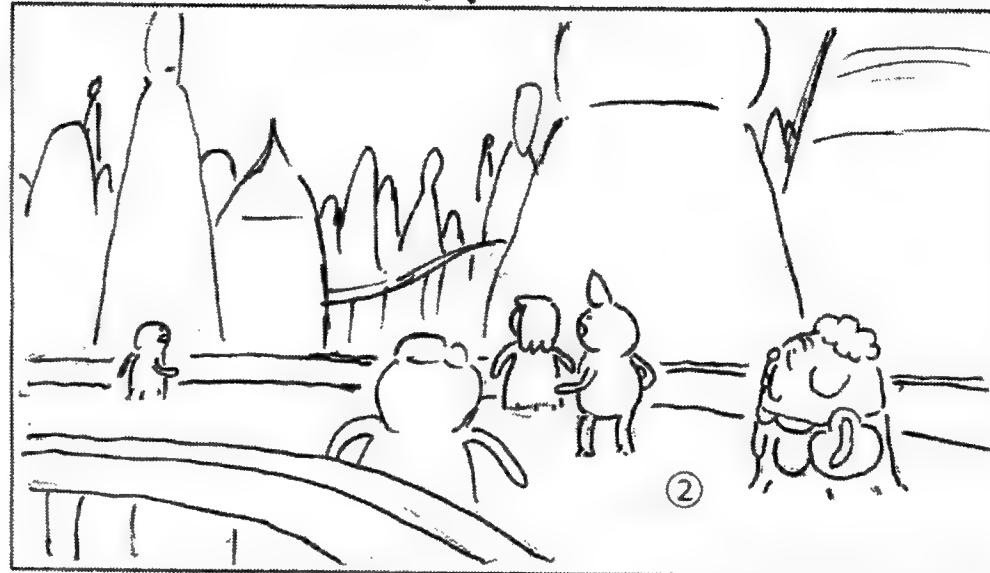


Sc. 167

Pnl. *A*

Bg.

Page *218*  
day night



Dialog:

*J. PEOPLE*  
*SFX: CURIOUS WALLA*

Action:

goose gets absorbed

*- JAKE COMES UP FROM BEHIND BRIDGE*

Timing:



*MAY 09 2014*  
*(10)*

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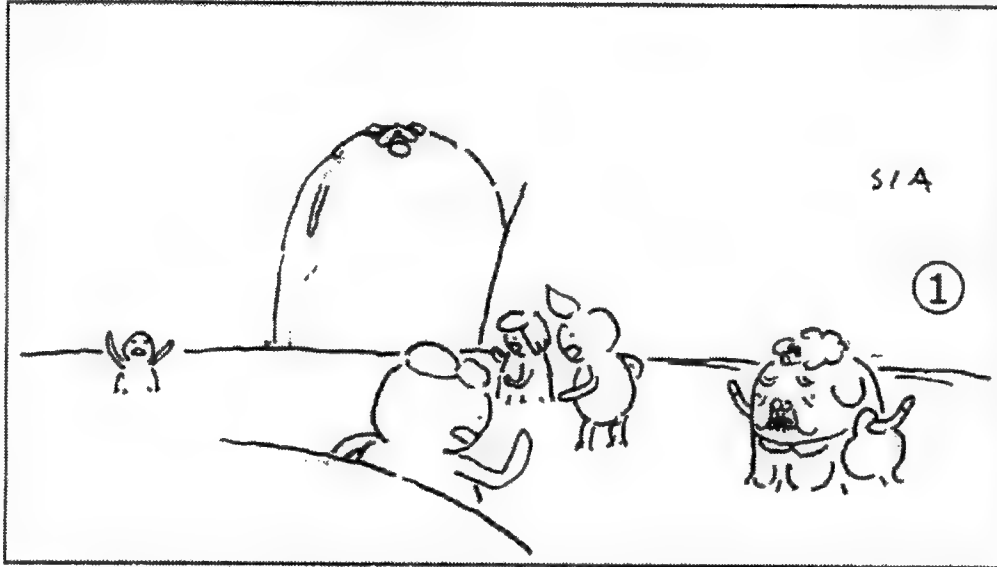
1025/184



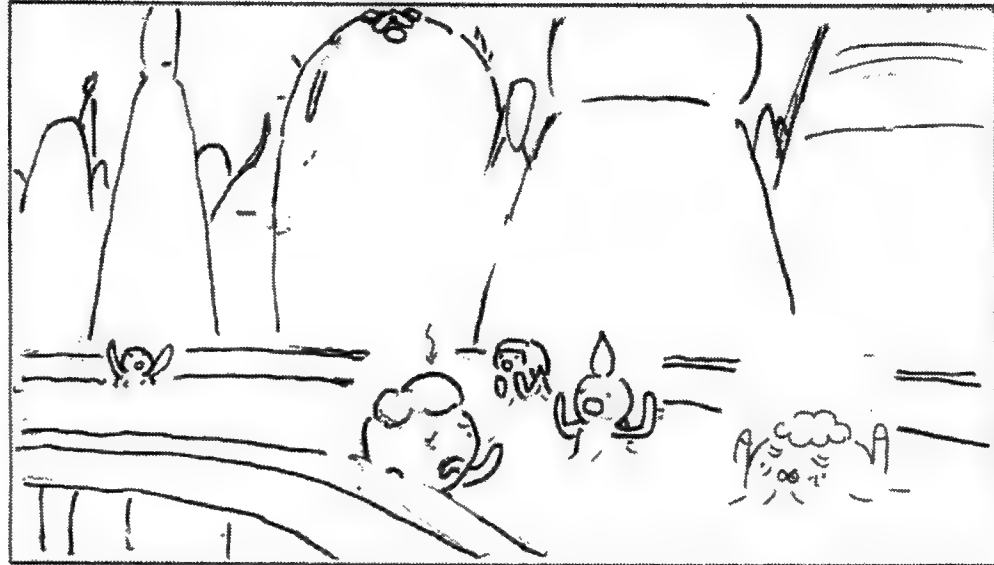
# ADVENTURE TIME



Sc. 167 *CONT* Pnl. B Bg. day night



Sc. 167 *CONT* Pnl. C Bg. day night



Dialog: J. PEOPLE

SFX : SOUNDS OF SURPRISE  
THEN PANIC

Action: - PEOPLE GET ABSORBED

- JAKE  
RISES

Timing:



jake continues to grow

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# ADVENTURE TIME



Cut

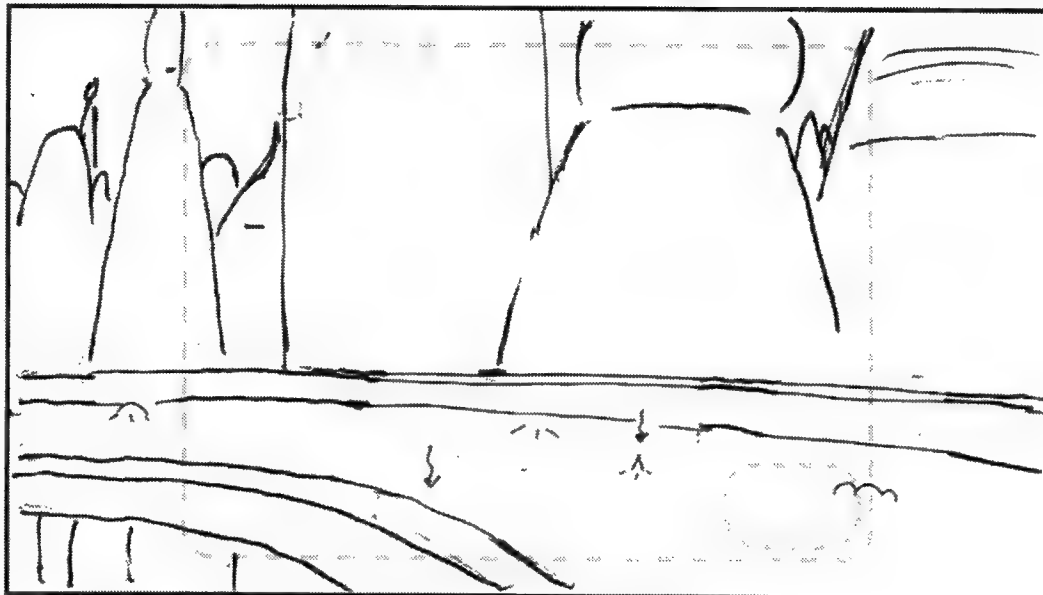
NO SC  
168

Page 220

Sc. 167 *CONT* Pnl. D

Bg.

day night

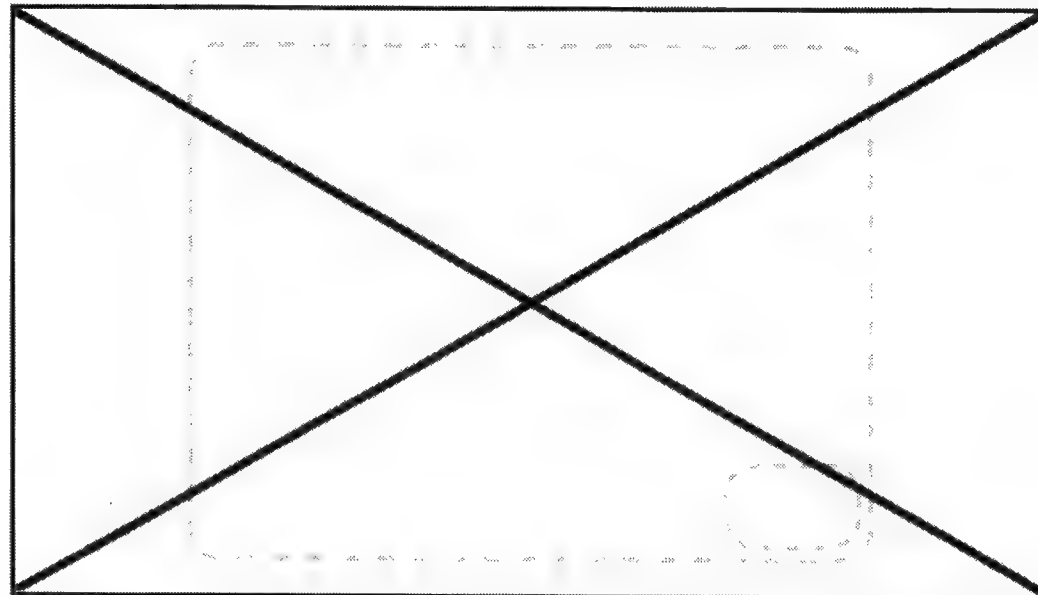


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-people completely absorbed  
-jake continues to grow

Timing:

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Production:

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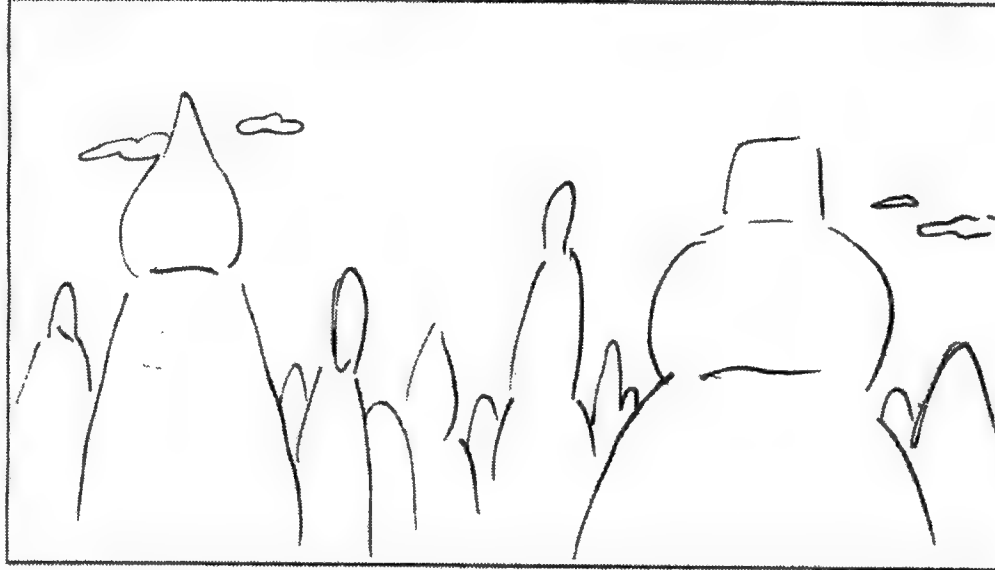
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# ADVENTURE TIME

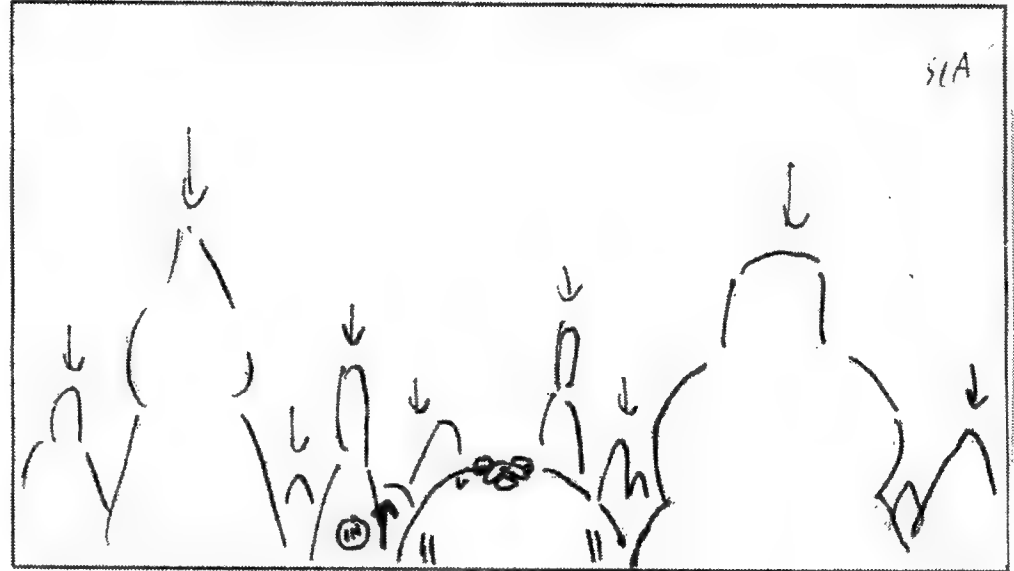


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Sc. 169 Pnl. A Bg. day night



Sc. 169 CONT Pnl. B Bg. day night



Dialog:

J : [ YELLING / GROWLING ]

Action:

- BUILDINGS DESCEND  
- JAKE ASCENDS INTO FRAME

Timing:

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# ADVENTURE TIME



Page 222

Sc. 169 *CONT*

Pnl. C

Bg.

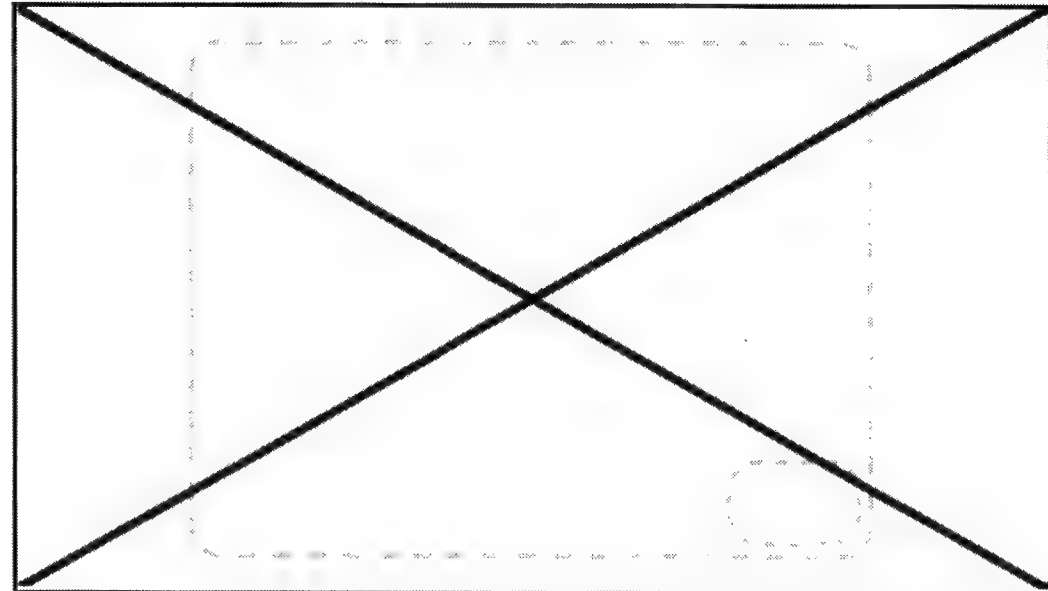
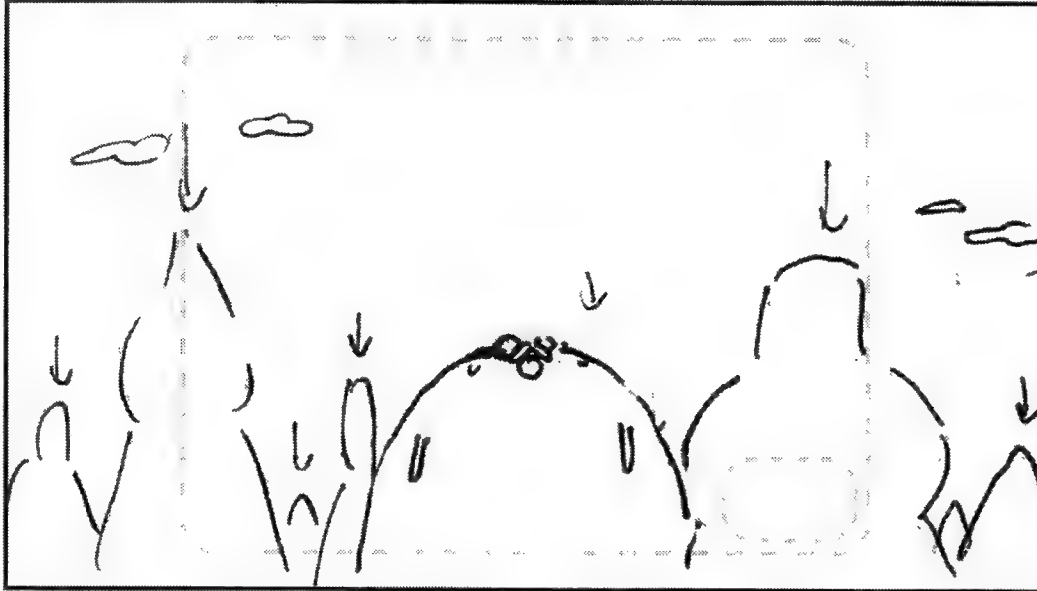
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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Production:

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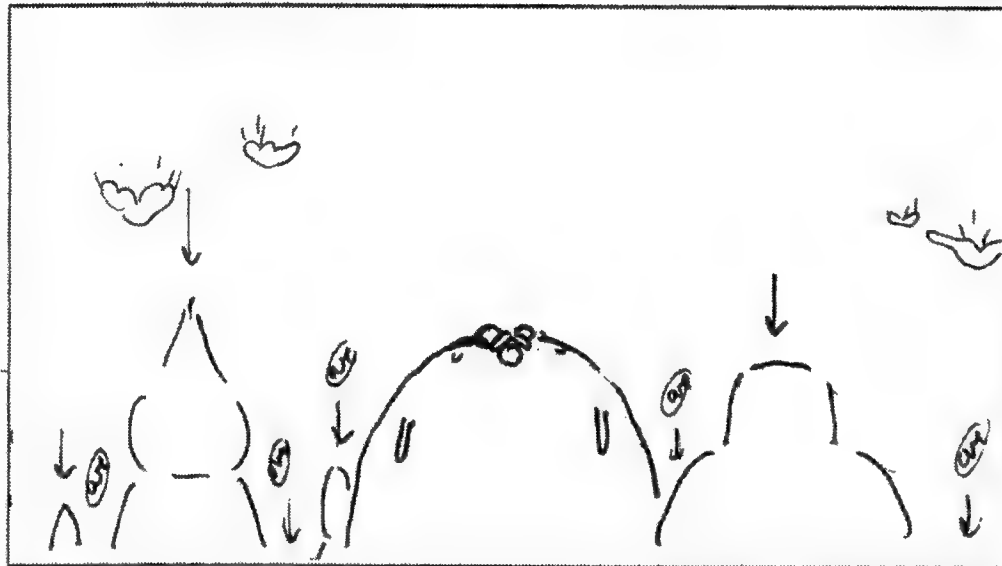


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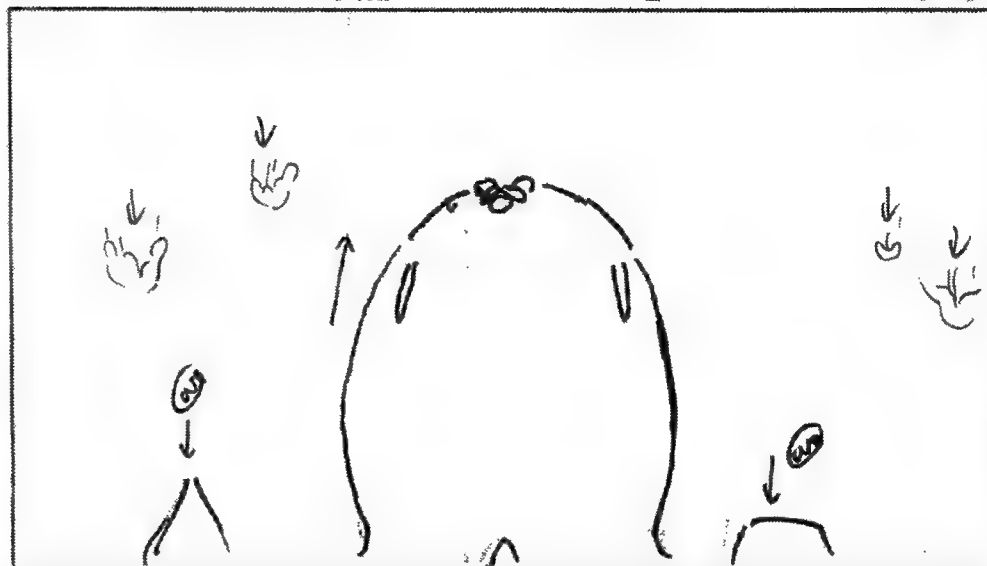
# ADVENTURE TIME



Sc. 109 *CONT* Pnl. D Bg. day night



Sc. 109 *CONT* Pnl. E Bg. day night



## Dialog:

J: (CONT) YELLING/GROWLING

## Action:

- JAKE ASCENDS WHILE BUILDINGS  
DESCEND OFFS  
- CLOUDS START GETTING PULLED DOWNWARD

## Timing:

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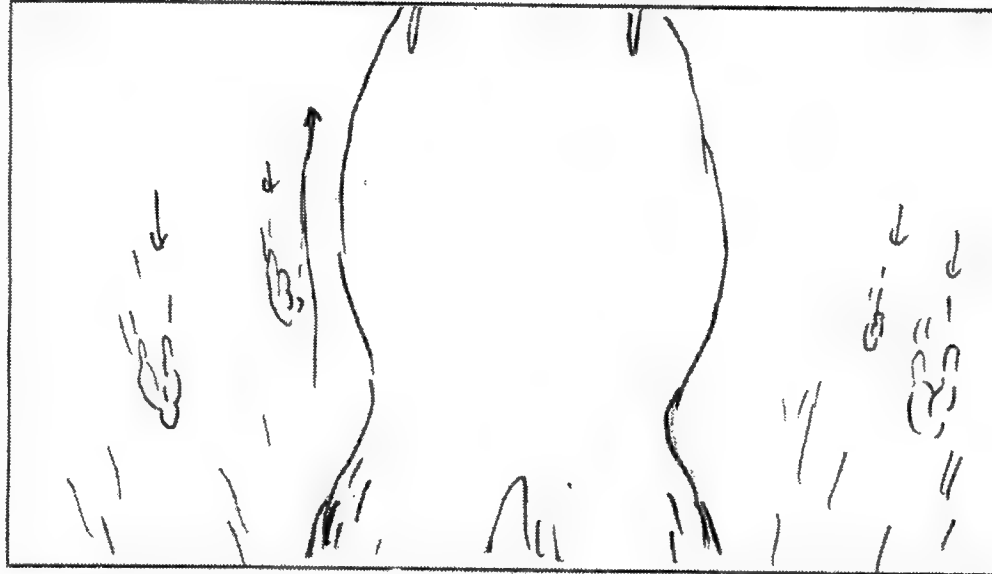
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# ADVENTURE TIME

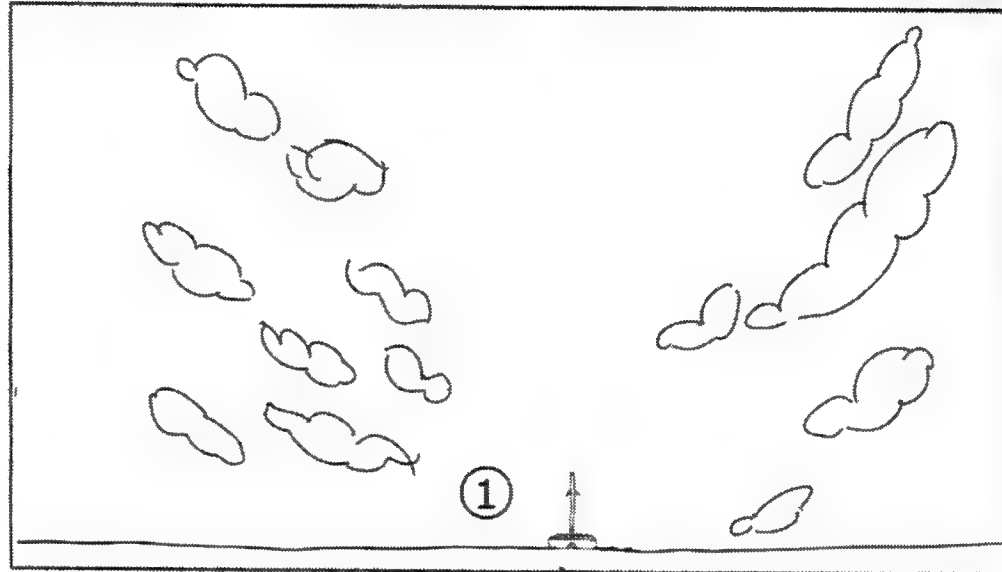


Cut

Sc. 169 *cont* Pnl. F Bg. day night



Sc. 169A Pnl. A Bg. day night



Page 224  
224A NEXT

Dialog: J: YELLING/ GROWLING —————→

Action: \_\_\_\_\_

Timing: \_\_\_\_\_

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Production :

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# ADVENTURE TIME

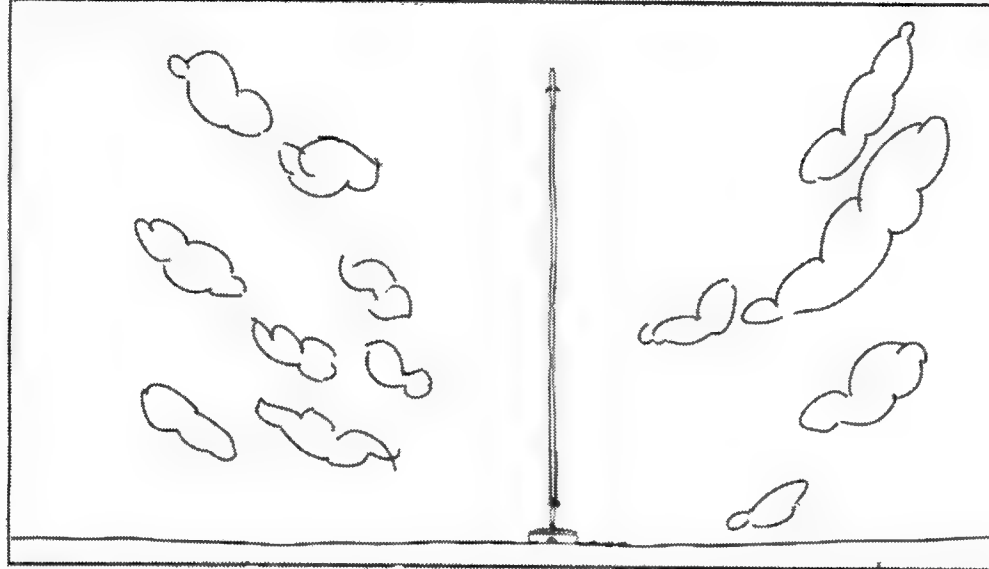


Ho  
Curt

Sc. 169A *CONT* Pnl. B

Bg.

day night

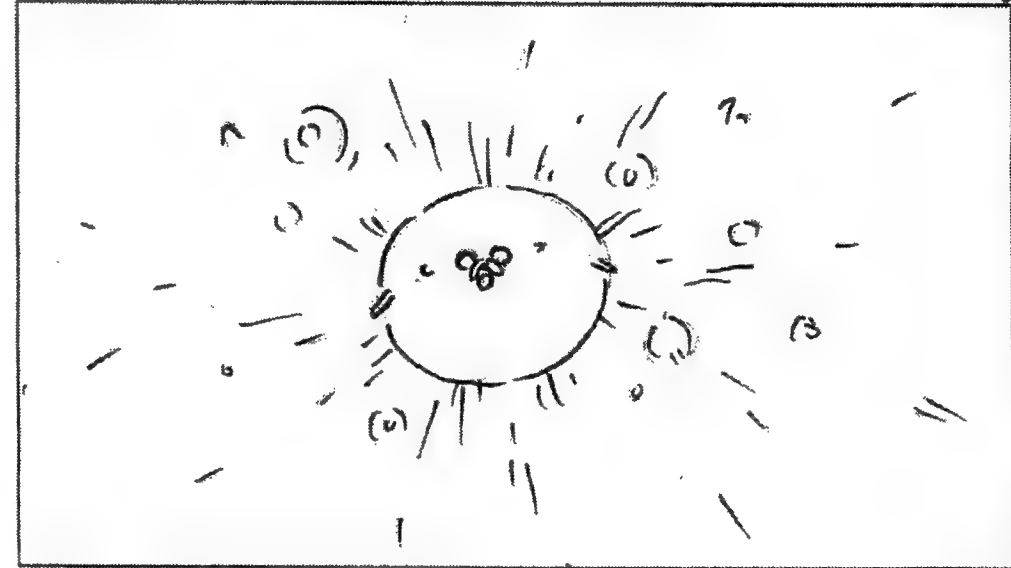


Sc. 170

Pnl. A

Bg.

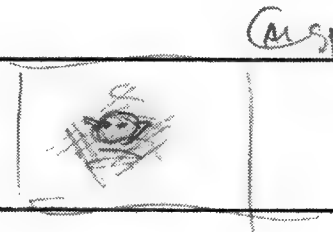
Page *224A*  
day night *225 NEXT*



Dialog:

*I: YELLING/ GROWLING*

Action:



Timing:

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Production :

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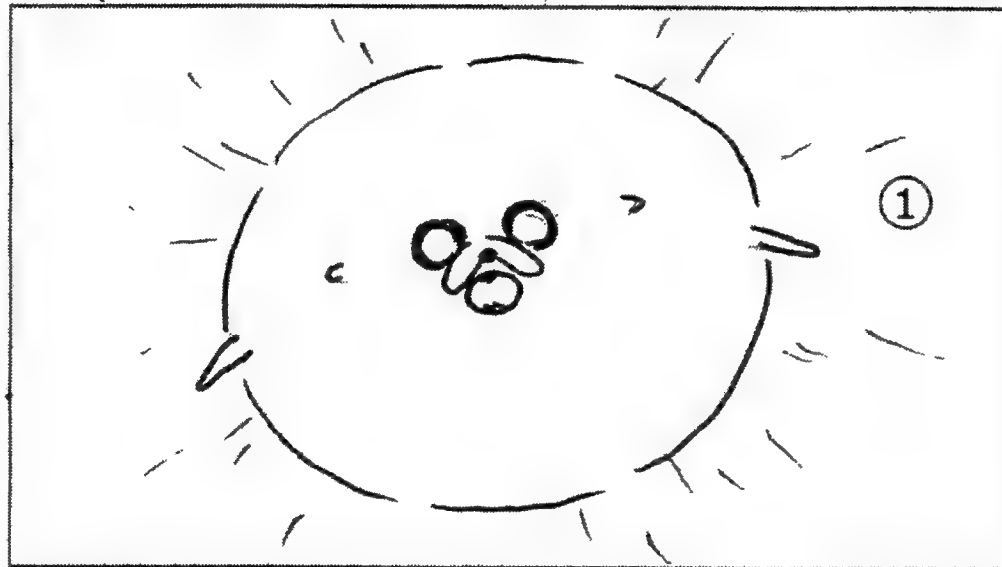


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# ADVENTURE TIME



Sc. 170 *cont* Pnl. B Bg. day night



Sc. 170 *cont* Pnl. C Bg. day night Page 225



Dialog:	J : YELLING / GROWING →
Action:	- J COMES TOWARD CAMERA GETTING BIGGER AND BIGGER
Timing:	

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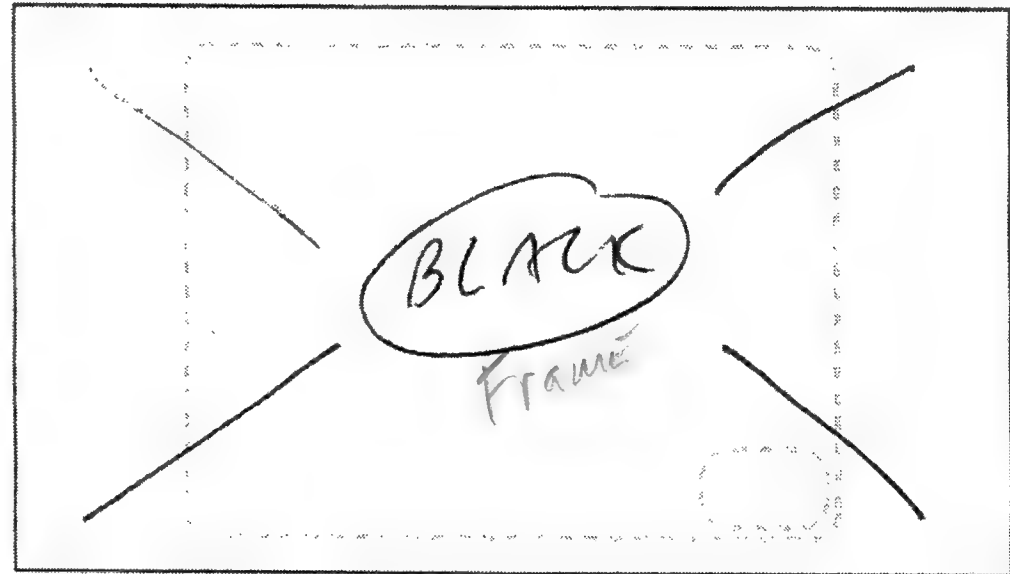
# ADVENTURE TIME



Sc. 170 CONT Pnl. D Bg. day night



Sc. 170 CONT Pnl. E Bg. day night



Dialog:

Action:

- BLACK OF JAKES MOUTH  
OVERTAKES THE SCREEN

Timing:

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Production :

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*cut*

# ADVENTURE TIME

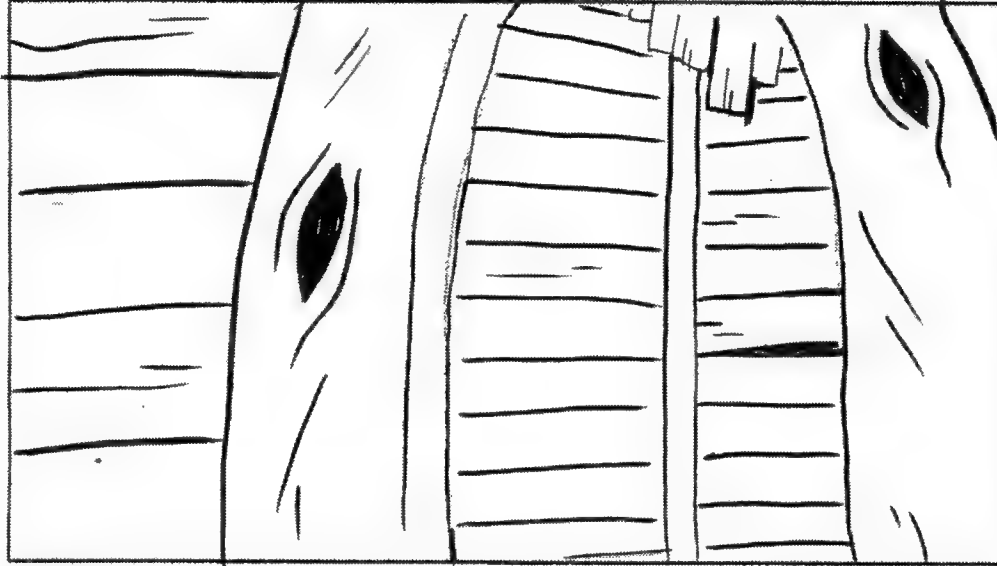


Sc. 171

Pnl. A

Bg.

day night



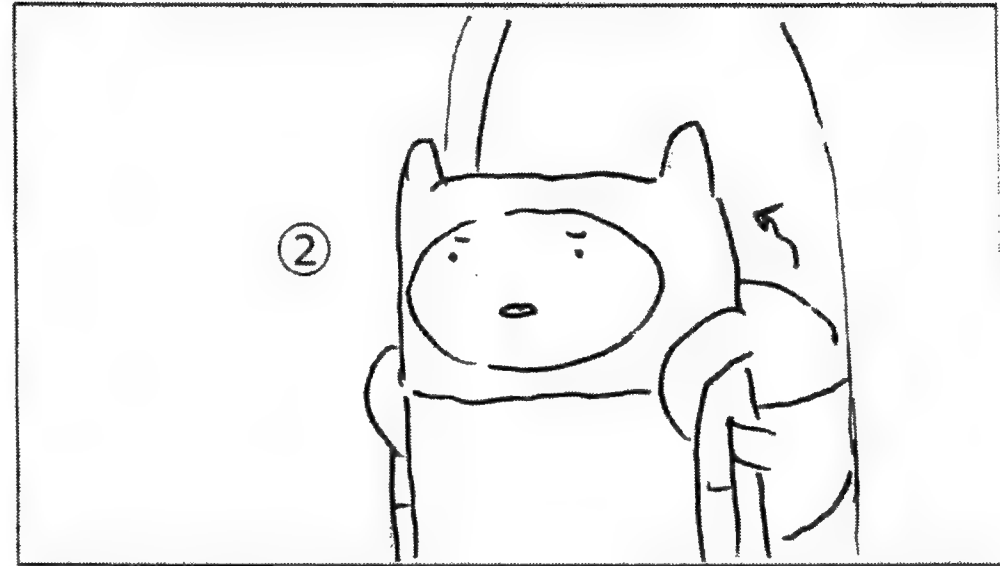
Sc.

171 CONT

Pnl. B

Bg.

Page 227  
day night



Dialog:

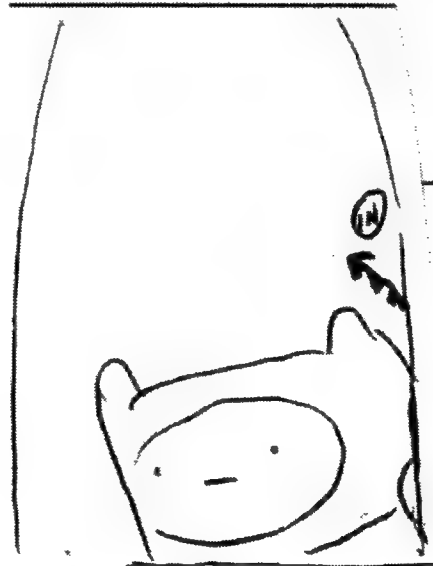
Action:

Timing:

- FADE IN

- FINN COMES UP THE STAIRS

1



F: UH... JAKE?

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Production :



Ho  
Cut

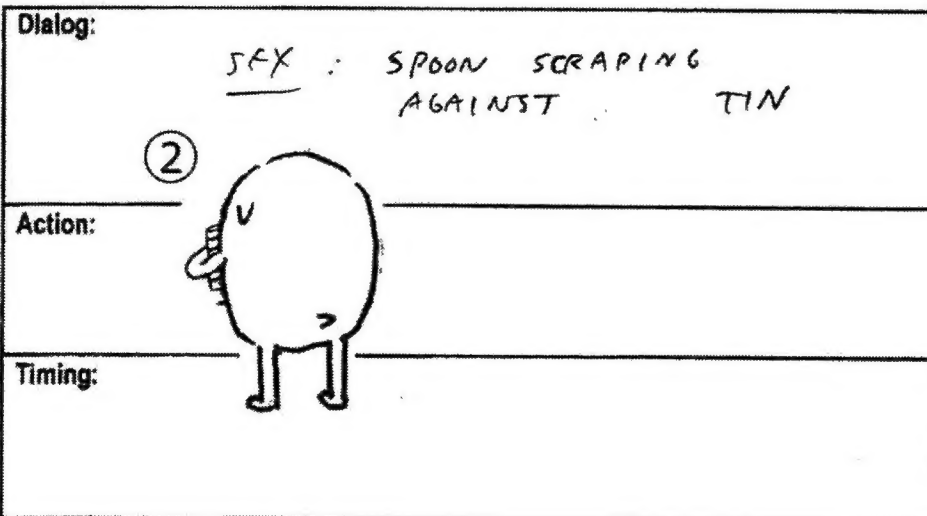
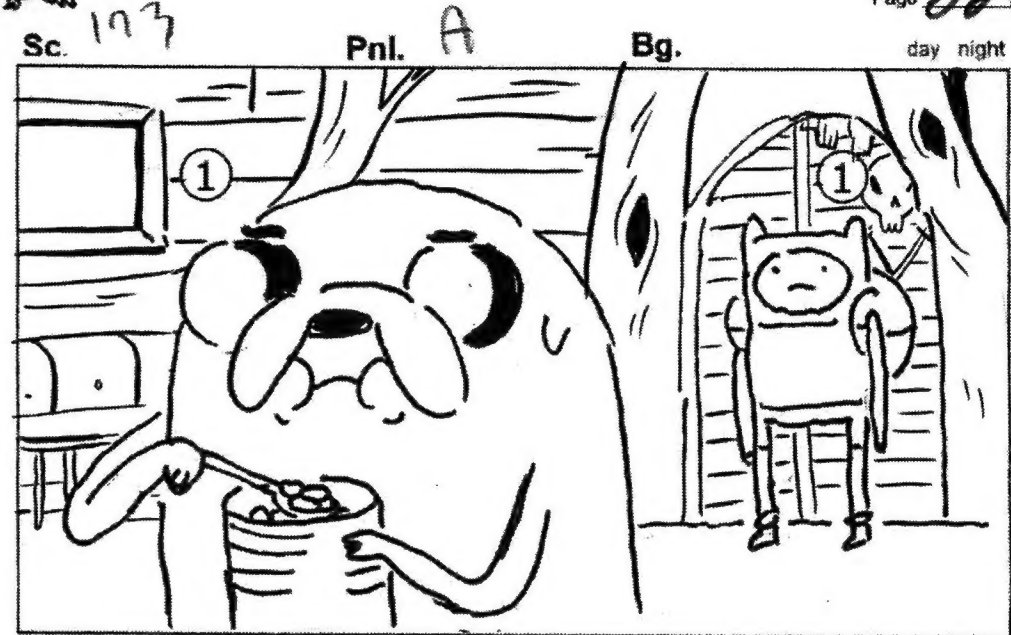
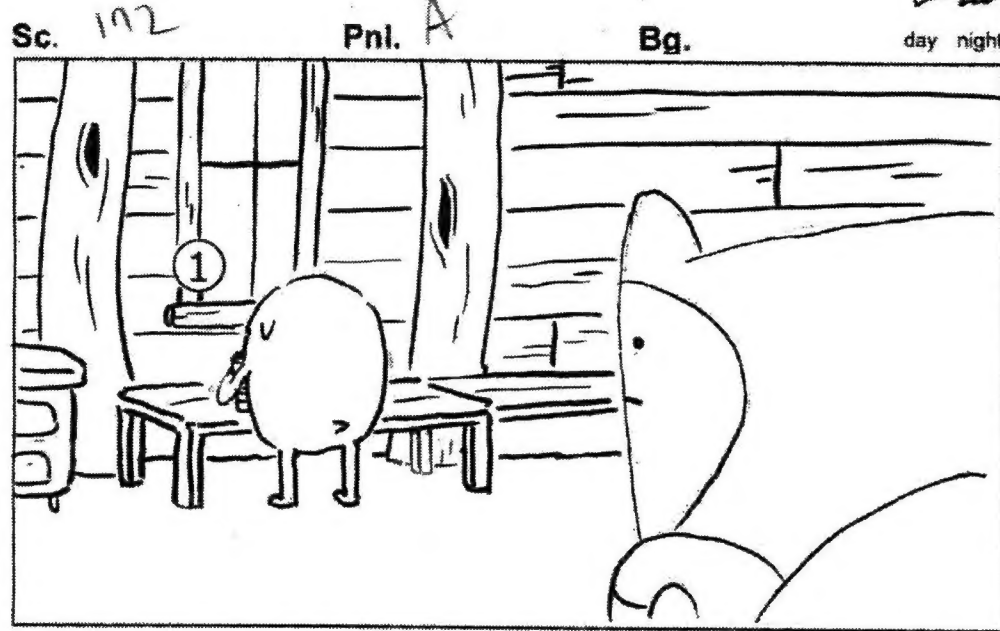
# ADVENTURE TIME



Ho  
Cut

Page **228**

Ho  
Cut



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# ADVENTURE TIME



Page **229**

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
104	A			

Dialog:

Action:

Timing:

J: [CHW]

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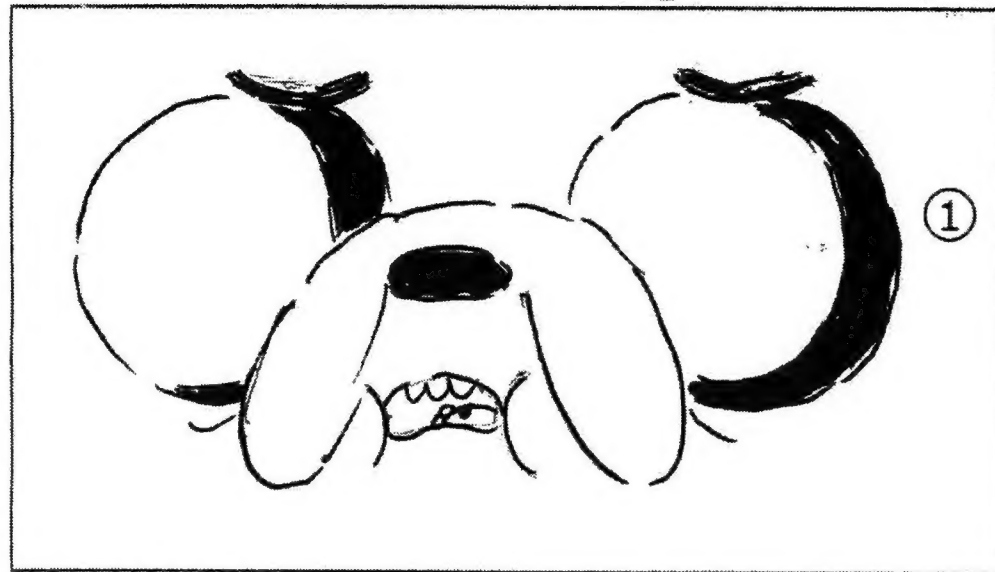


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# ADVENTURE TIME



Sc. 174 *CONT* Pnl. B Bg. day night



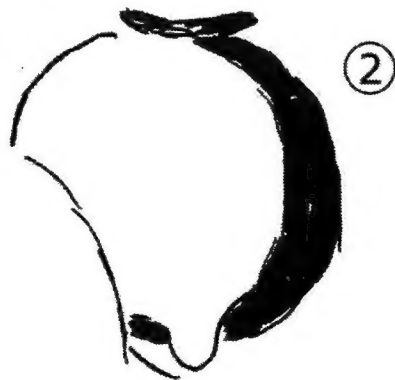
Dialog:

J: JUST GETTING  
A SNACK, GOOSE

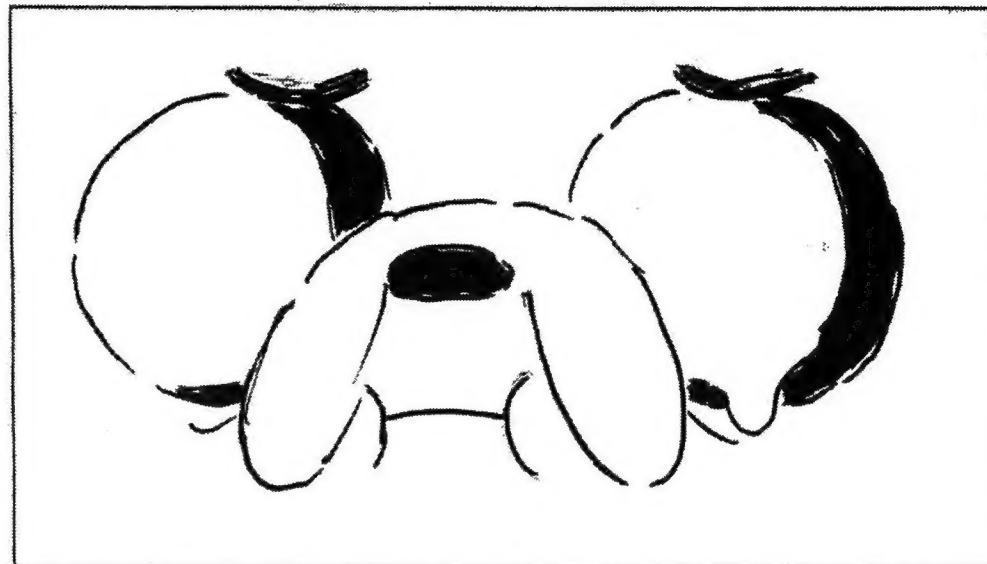
Action:

← A SINGLE TEAR  
FORMS IN  
JAKE'S EYE

Timing:



Sc. 174 *CONT* Pnl. C Bg. day night Page 230



mouth close

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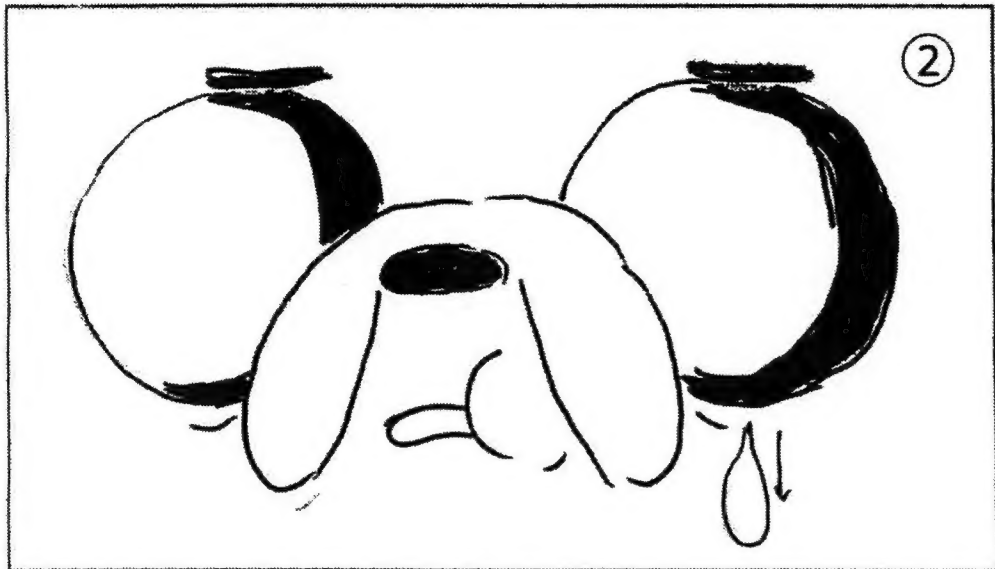
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# ADVENTURE TIME

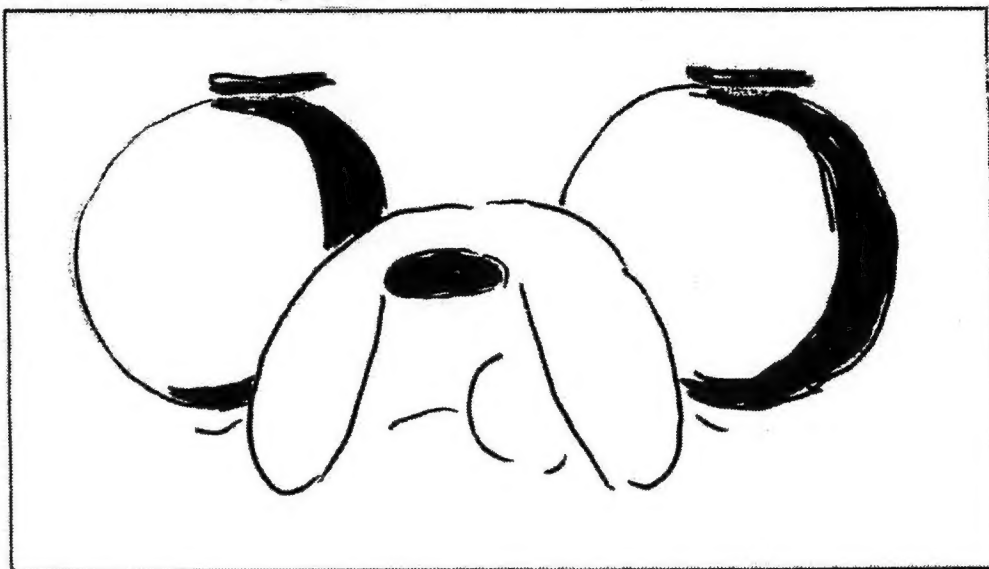


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Sc. 174 *cont* Pnl. D Bg. day night



Sc. 174 *cont* Pnl. E Bg. day night



Dialog:

J: JUST getting a snack

Action:

Timing:



- TEAR SLIDES DOWN OFF/S

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*EOP*

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Production :

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